

BRADLEY FIGHTING VEHICLE COMMANDER (OFFENSE)

Subcourse Number IN0478

Edition A

UNITED STATES ARMY INFANTRY SCHOOL
FORT BENNING, GEORGIA 31905-5593

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SUBCOURSE OVERVIEW

This subcourse identifies the organization and offensive combat operations of a mechanized infantry platoon equipped with the M2 Bradley fighting vehicle (BFV). You will learn how the Bradley platoon is organized for combat and the techniques which you will use when maneuvering the Bradley on the battlefield. You will also learn considerations for conducting a deliberate attack as well as criteria for conducting a deliberate or hasty attack in the mounted or dismounted mode. The subcourse also covers actions upon initial contact with the enemy, consolidation and reorganization after seizing an enemy position, and limited visibility operations.

There are no prerequisites for this subcourse.

This subcourse reflects the doctrine that was current at the time it was prepared. In your own work situation always refer to the latest publication.

The word "he", "him", "his", and "men", when used in this publication, represent both the masculine and feminine genders unless otherwise stated.

Action: This subcourse is designed to present the necessary information to organize a Bradley platoon for combat, identify mounted and dismounted movement formations and techniques, correct action on contact, determine the criteria for mounted and dismounted attacks, consolidate and reorganize a platoon after an attack, and conduct limited visibility offensive operations.

Condition: Given the subcourse material contained in this subcourse.

Standard: The student will demonstrate his comprehension and knowledge of this subcourse by achieving a minimum of 70 percent on the examination.

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Lesson 1

ORGANIZATION OF A BRADLEY FIGHTING VEHICLE PLATOON, MOVEMENT FORMATIONS AND TECHNIQUES EMPLOYED BY THE BFV PLATOON DURING MOUNTED AND DISMOUNTED OPERATIONS

OVERVIEW

Lesson Description:

Organization of a Bradley Fighting Vehicle Platoon (BFV), Movement Formations and Techniques Employed by the BFV Platoon during Mounted and Dismounted Operations.

Terminal Learning Objective:

- Action:** Identify the organization of a mechanized infantry platoon equipped with the BFV, and movement formations and techniques employed by the platoon during mounted and dismounted operations.
- Condition:** Given the subcourse material for this lesson, a training scenario, and extracts, as applicable, the student will complete the practice exercise at the end of this lesson.
- Standard:** The student will demonstrate his knowledge and comprehension of the task by identifying the organization of the mechanized infantry platoon equipped with the BFV; identifying movement techniques and formations used by the BFV platoon during mounted and dismounted operations.
- Reference:** The material in this lesson was derived from the following publication:

[FM 7-7J](#) 1993

INTRODUCTION

This lesson shows how the BFV platoon is organized. It describes the concepts, formations, and techniques for movement of the BFV platoon in both mounted and dismounted modes. In order to do his job effectively, the Bradley commander must understand how the platoon is organized for combat. He must also know how the platoon conducts both mounted and dismounted movements.

Part A

IDENTIFY THE ORGANIZATION OF THE BRADLEY FIGHTING VEHICLE PLATOON

1. **General.** The platoon is the basic combat unit capable of maneuvering in the conduct of combat operations. The platoon can fight as part of a pure mechanized infantry company or as part of a company team, task-organized with tank platoons and mechanized infantry platoons. On the battlefield, the platoon can expect rapid and frequent movement. It must be prepared to fight in a variety of situations (mounted and dismounted) to include attacking, defending, delaying, and moving and during conditions when nuclear and chemical weapons have been used. The platoon operates to make maximum use of both the mounted and dismounted elements. The decision to fight mounted or

dismounted and on how both elements will be used are made at platoon level. Once dismounted, the usual relationship is for all four BFVs, under the platoon sergeant's control, to support the squads. This aligns dismounted and mounted tasks and facilitates command and control.

2. Mounted Element. The mechanized infantry platoon is equipped with four BFVs. The mounted element includes two sections (A and B) with two vehicles each-the section leader's vehicle and his wingman vehicle. One section may serve as the base of fire while the other section moves. Personnel seating is based on the principles that leadership and area suppression weapons should be dismounted as early as possible ([Figure 1-1](#) and [Figure 1-2](#)). 1st Squad, when mounted, rides in Section A BFVs, and 2d Squad rides in Section B BFVs ([Figure 1-3](#)).

- a. The platoon leader, his forward observer, and his assistant gunner ride in the platoon headquarters vehicle (BFV 1) in Section A. The platoon sergeant, aidman, and FO RATELO ride in the platoon sergeant's vehicle (BFV 4) in Section B. The platoon RATELO rides in BFV 2.
- b. Team A, 1st Squad rides in BFV 1. Team B, 1st Squad and squad leader ride in the platoon leader's wingman vehicle (BFV 2). The BC of BFV 2 is the platoon master gunner. His vehicle orients on the platoon leader's BFV. When the platoon leader dismounts, BFV 2 remains the wingman of BFV 1.

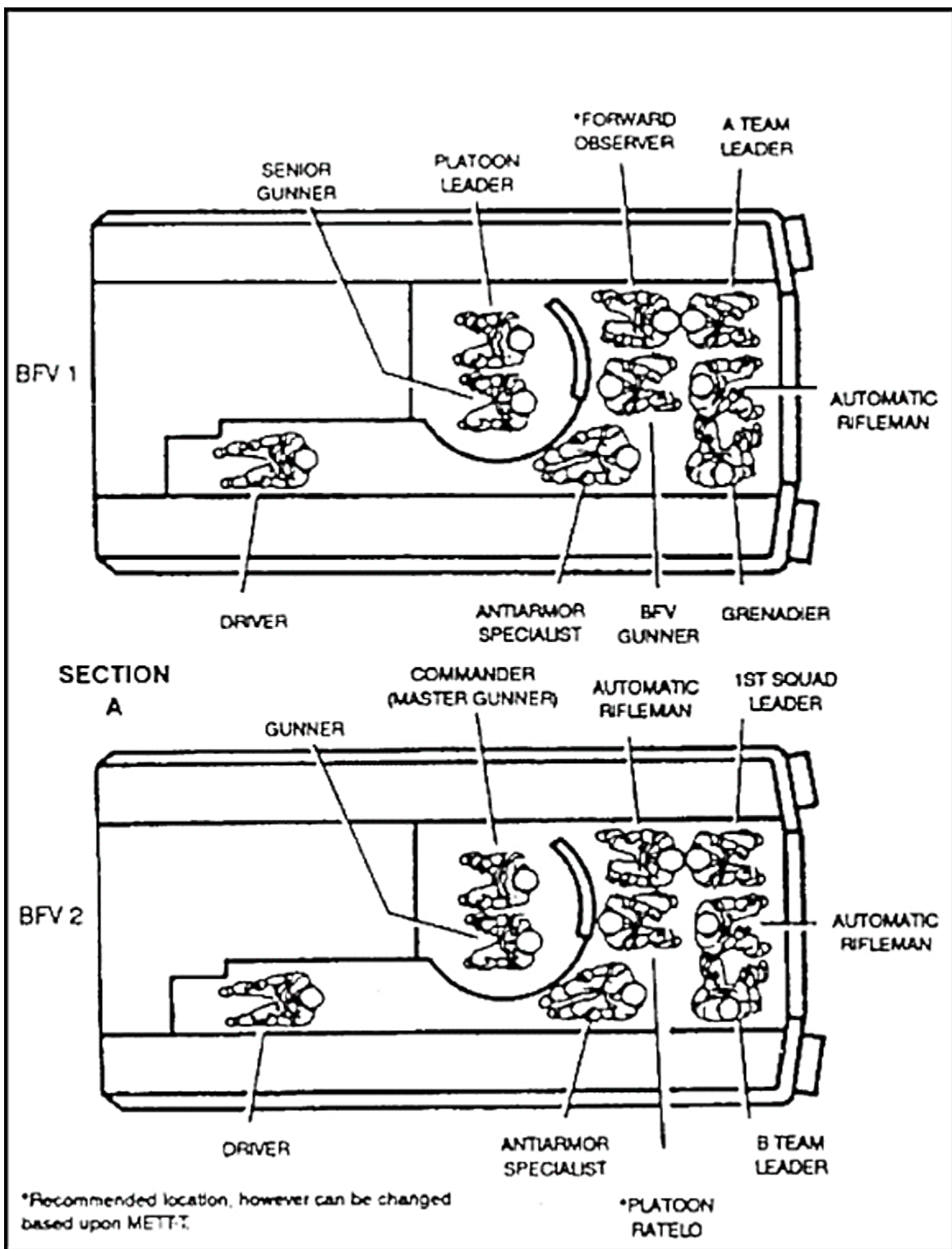


Figure 1-1. BFV Personnel Seating (Section A).

c. The platoon sergeant is usually mounted and controls the mounted element. He may take control of the dismount element as needed. Team B, 2d Squad and squad leader ride in BFV 3. Team A, 2d Squad rides with the platoon sergeant (BFV 4).

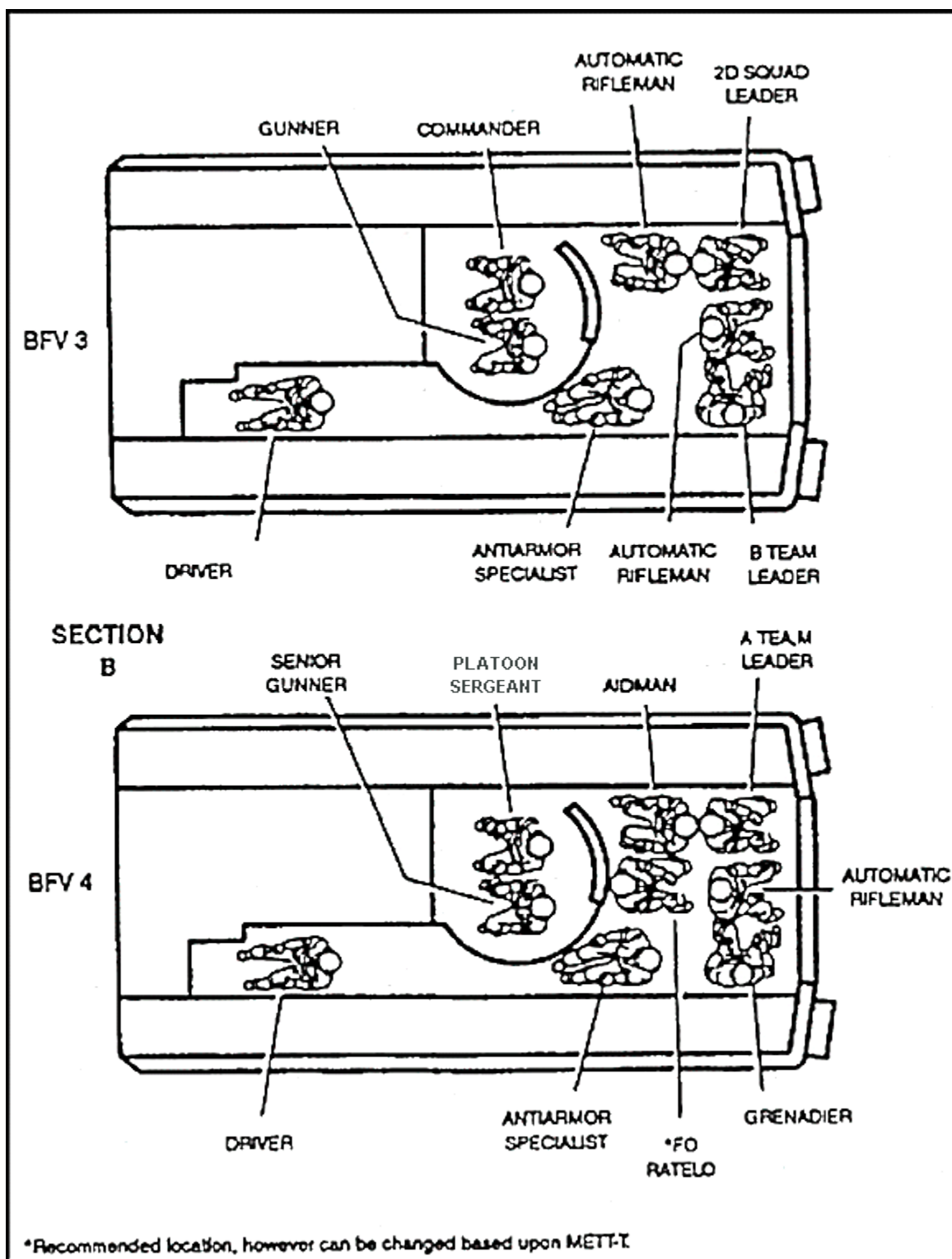


Figure 1-2. BFV Personnel Seating (Section B).

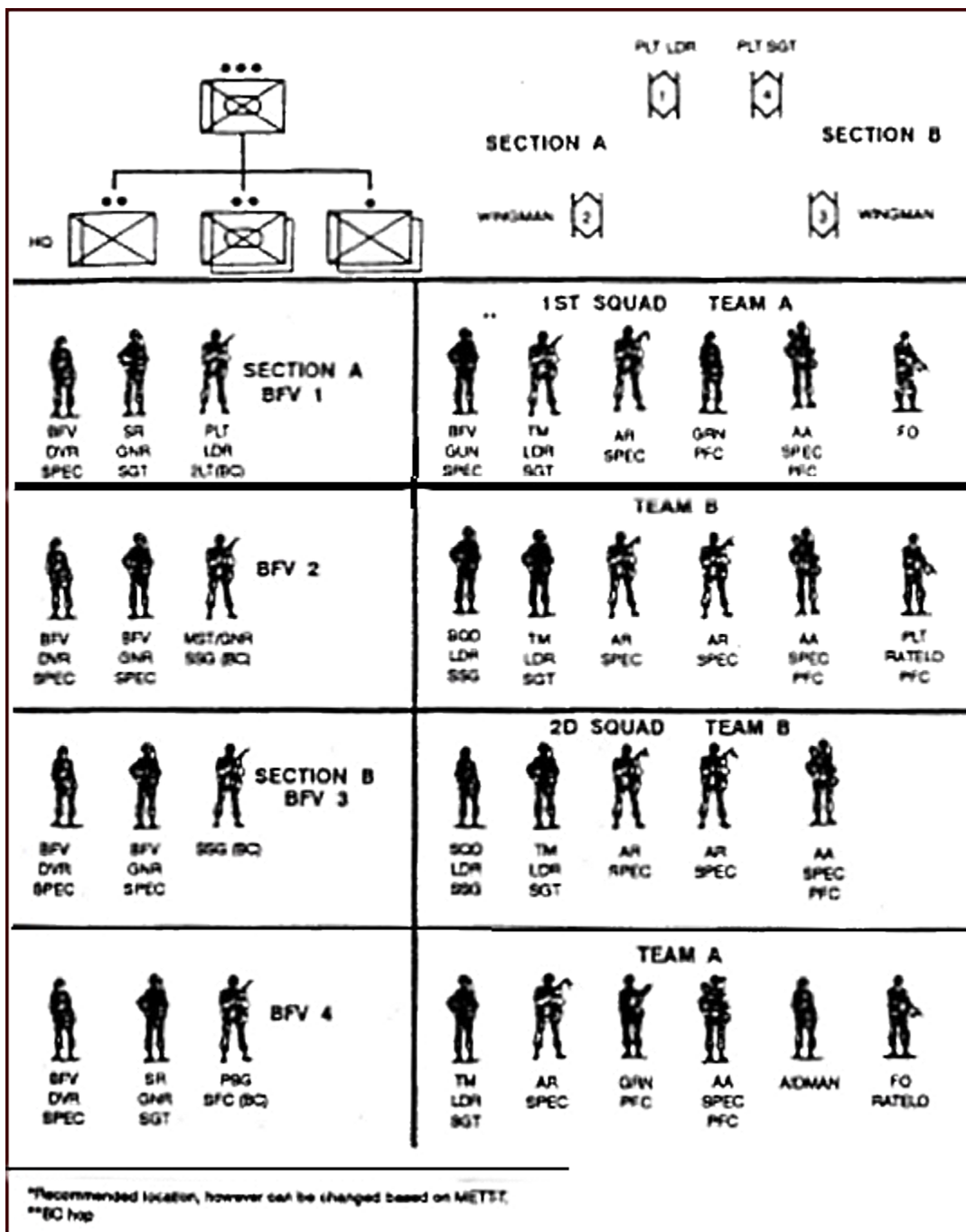


Figure 1-3. Bradley Infantry Platoon Organization.

3. Dismount Element. The dismount element consists of two squads of nine soldiers each including a squad leader and two team leaders. The leader of the dismount element is usually the platoon leader. The platoon sergeant may lead the dismount element when the mounted fight is the main effort and the situation dictates that the platoon leader remain mounted. The BFVs serve as the base of fire for the dismount element. The squads have the capability of setting up a base of fire to fire and move. A squad can also provide its own overwatch element and conduct independent fire and maneuver when required.

- a. The senior gunner in the platoon leader's vehicle becomes the BC when the leader dismounts. Upon dismounting, the platoon leader's assistant gunner moves to the gunners' seat. Should the platoon sergeant dismount, the senior gunner becomes the BC. The platoon sergeant must have a trained gunner designated from the fire team in his vehicle. This position should be resourced, and the individual qualified as part of an alternate crew with the senior gunner as the BC.
- b. If a dismount is executed in response to an unexpected, life-threatening situation where speed is essential, then only the squads dismount. The BFVs immediately suppress and obscure the enemy while moving to covered dismount points. A quick estimate is made to determine if and when the platoon leader joins the dismounted element. Until that time, the senior squad leader controls the dismount element to develop the situation, to provide local security, or to reconnoiter. When the platoon leader dismounts, the senior squad leader performs platoon sergeant duties as designated by the platoon leader.
- c. The ability of the squads to fight independently from the BFVs offers the platoon leader and company commander numerous employment options. Because the BFVs can fight effectively when the fire teams dismount, the platoon can fight as two separate elements. The distinct characteristics and advantages provided by the separate elements are simultaneously reinforcing and complementary to each other.

4. Duties and Responsibilities. The BFV requires a fully trained crew. It carries a fire team whose primary role is to dismount and fight on the ground. The leadership of the BFV-equipped platoon is balanced between the fighting vehicles and the two squads. Leaders' roles are complex to accommodate this powerful and flexible capability. Each member of the platoon must be trained and prepared to perform his duties. The organization provides for career progression and depth. There is a mounted and dismounted functions and job position for each skill level throughout the platoon. It provides for well-rounded soldiers who can fill voids created by personnel losses in combat or personnel turbulence (changes) or shortfalls in peacetime.

a. **Platoon Leader.** He is responsible for all that the platoon does or fails to do. This includes the tactical employment, collective training, administration, personnel management, and logistics of his platoon. He must know his soldiers and how to employ the platoon's weapons. He is personally responsible for positioning and employing all assigned or attached weapons. He must also know how to employ supporting weapons. He bases his actions on the mission the company commander assigns him, the concepts of the company and battalion commanders, and his own estimate of the situation. The platoon leader—

- (1) Serves as BC and section leader when mounted.
- (2) Normally dismounts when the situation causes the platoon to dismount.
- (3) Sets the example and the standards.
- (4) Leads the platoon to support the company and battalion missions.
- (5) Informs his commander of his actions when operating without orders.

- (6) Plans with the help of the platoon sergeant, squad leaders, and other key personnel (FO, leaders of attachments, and so on).
- (7) Stays abreast of the situation and goes where he is needed to supervise, issue FRAGOs, and accomplish the mission.
- (8) Requests more support for his platoon from the company commander to perform its mission, if needed.
- (9) Assists the platoon sergeant in planning and coordinating the platoon's CSS effort.
- (10) During planning, receives on-hand status reports from the platoon sergeant, squad leader, or both.
- (11) Reviews platoon requirements based on the tactical plan.
- (12) Develops a casualty evacuation plan.
- (13) During execution, checks the work of the platoon sergeant and squad leaders.

b. Platoon Sergeant. He is the senior NCO in the platoon and second in succession of command. He helps and advises the platoon leader, and he leads the platoon in the platoon leader's absence. He supervises the platoon's administration, logistics, and maintenance. He may prepare and issue paragraph 4 of the platoon OPORD. The platoon sergeant is responsible for individual training. He must ensure that soldiers can perform their individual MOS tasks. He advises the platoon leader on appointments, promotions and reductions, assignments, and discipline of NCOs and enlisted soldiers in the platoon. The platoon sergeant—

- (1) Serves as BC and section leader when mounted.
- (2) In some instances, commands and controls the dismount element.
- (3) Controls the mounted element when the platoon leader dismounts.
- (4) Receives Bradley commander's and squad leader's administrative, logistical, and maintenance reports and requests for rations, water, fuel, and ammunition. He works with the company's first sergeant or XO to request resupply. He also directs the routing of supplies and mail.
- (5) Directs the platoon aidman and platoon aid and litter teams in moving casualties to the rear.
- (6) Maintains platoon strength information, consolidates and forwards the platoon's casualty reports (DA Forms 1155 and 1156), and receives and orients replacements.
- (7) Monitors the morale, discipline, and health of platoon members.
- (8) Takes charge of task-organized elements in the platoon during tactical operations. This can include, but is not limited to, the following—

- (a) Quartering parties.

- (b) Security forces in withdrawals.
 - (c) Support elements in raids or attacks.
 - (d) Security patrols in night attacks.
- (9) Coordinates and supervises company-directed platoon resupply operations.
 - (10) Ensures that supplies are distributed IAW the platoon leader's guidance and direction.
 - (11) Ensure that ammunition and supplies are properly and evenly distributed (a critical task during consolidation and reorganization).
 - (12) Ensure that the casualty evacuation plan is complete and executed properly.

c. **Bradley Commander.** The BC remains mounted and is responsible for commanding the vehicle in relation to the section and platoon. He is responsible for acquiring targets, issuing fire commands, laying the gun for deflection, and controlling vehicle fires to include firing port weapons. The BC is primary responsible for the overall maintenance of the BFVs' weapons systems and the automotive and turret portion of the vehicle. He is also responsible for the weapons training and welfare of the crew. The BCs on BFVs 2 and 3 are responsible for the training, health and welfare of the crews of the two BFVs in their sections.

d. **Squad Leader.** There are two squads each led by a staff sergeant. Their squads are habitually associated with a vehicle section. The senior dismounted squad leader is also responsible for the employment of the dismount element until the platoon leader or PSG arrives. He is responsible for all that the squad does or fails to do. He is a tactical leader and, as such, leads by example. The squad leader—

- (1) Assists the BC in maintaining the BFVs.
- (2) Controls the maneuver of his squad and its rate and distribution of fire. To do this, he controls two fire teams in the offense; selects each fighting position in the defense; and gives the proper commands, codes, and signals to start, stop, and shift fires.
- (3) Trains his squad on the individual and collective tasks required to sustain combat effectiveness.
- (4) Manages the logistical and administrative needs of his squad. He requests and issues ammunition, water, rations, and special equipment.
- (5) Maintains accountability of his soldiers and equipment.
- (6) Completes casualty feeder reports and reviews the casualty reports completed by squad members.
- (7) Submits requests for awards and decorations.
- (8) Directs the maintenance of the squad's weapons, and equipment.
- (9) Inspects the condition of soldiers' weapons, clothing, and equipment.

(10) Ensure that material and supplies are distributed to the soldier in the squad.

(11) Keeps the platoon leader and platoon sergeant informed on squad supply status and squad requirements.

(12) Ensures supplies and equipment are internally cross-leveled within the squad.

e. **Platoon Master Gunner.** The platoon master gunner is the BC for BFV 2 and the platoon leader's wingman. He is the platoon leader's technical expert on gunnery and turret weapons systems. During combat or field exercises, he advises the platoon leader and PSG on BFV weapons effects, capabilities, and safety. He advises on fire control measures and preparation. He is the key technical trainer of the mounted element under routine supervision of the platoon sergeant. He helps the platoon leader establish the gunnery task for training.

f. **Team Leader.** Two fire team leaders are in each squad. They perform the same functions as team leaders in all infantry rifle squads and are habitually associated with a specific BFV. They assist the squad leader in the tactical control of the squad. They lead by example. They control the movement and fires of the fire teams. They must keep the soldiers in the troop compartment well informed and alert. They assist the squad leader in training team members on the individual and collective tasks and battle drills. Team members provide the necessary local security and maintenance support for the BFV. They are responsible for the welfare of their teams.

g. **Gunner.** The gunner observes the battlefield to detect enemy targets. He operates the turret weapons as directed by the BC. The gunner is responsible for verifying the identification of targets before engaging. He serves as gunner and, in rare cases, as BC when only two men are in the BFV. He is responsible for operator maintenance of the turret, and its weapons. The gunners for the platoon leader and platoon sergeant are often required to assist in navigation and operation of radios.

h. **Driver.** The driver drives the vehicle under the BC's control. He follows terrain-driving procedures and tries to select hull-down position. He also aids in detecting targets and observing rounds fired. He assists in navigation by monitoring odometer readings and observing terrain. The driver is primarily responsible for operator maintenance of vehicle automotive systems. (Other squad members help the driver as directed by the platoon leader or platoon sergeant).

i. **Antiarmor Specialist.** The antiarmor specialist's primary weapon is the M16A2 rifle. He is also the designated gunner for the Dragon and AT4.

j. **Grenadier.** The grenadier's primary weapon is the M16A2 rifle equipped with the M203 grenade launcher.

k. **Automatic Rifleman.** The automatic rifleman's primary weapon is the M249 machine gun. The Bradley squad has three automatic rifleman.

l. **Platoon Aidman.** The platoon aidman helps the platoon sergeant direct aid and litter teams; he monitors the health and hygiene of the platoon. The platoon aidman—

(1) Treats casualties and assists in their evacuation under the control of the platoon sergeant.

- (2) Aids the platoon leader or sergeant in field hygiene matters, and personally checks the health and physical condition of platoon members.
- (3) Requests Class VIII (medical) supplies through the platoon sergeant.
- (4) Provides technical expertise and supervision of the combat lifesavers.
- (5) Carries out other tasks assigned by the platoon leader and platoon sergeant.

m. **Platoon Radiotelephone Operator.** The platoon RATELO must know the use and care of the radio to include waterproofing and presetting frequencies, the use of the SOI, and how to construct and erect field-expedient antennas.

n. **Fire Support Team.** The company has a fire support team attached from the DSFA battalion. This team provides each platoon with a two-soldier FO party—an FO and his RATELO.

(1) **Forward Observer.** The FO acts as the eyes of the FA and mortars. He works for the platoon leader. The FO's main responsibilities are to locate targets and to call for and adjust indirect fire support. The FO must be familiar with the terrain that the platoon is operating in and the tactical situation. He must know the mission, the concept, and the platoon's scheme of maneuver and priority of fires. The FO must—

- (a) Inform the FIST headquarters of platoon activities and the fire support situation.
- (b) Prepare and use situation maps, overlays, and terrain sketches.
- (c) Call for and adjust fire support.
- (d) Operate as a team with the RATELO.
- (e) Select targets to support the platoon's mission based on the company OPORD, platoon leader's guidance, and an analysis of METT-T factors.
- (f) Select OPs and movement routes to and from them.
- (g) Maintain communications as prescribed by the FSO.
- (h) Operate the digital message device.
- (i) Maintain the six-digit grid coordinates of his location.

(2) **Radiotelephone Operator.** The RATELO's main duties are to set up, operate, and maintain the FO party's communication equipment. At times, he must also perform the duties of the FO for the platoon.

5. **Platoon Communications.** The BFV's communication system provides for control of mounted and dismounted operations. [Figure 1-4](#) and [Figure 1-5](#) depict the arrangement of communication equipment and radio net configuration within the platoon. As units update their communication system, they will have the single-channel ground/airborne radio system (SINCGARS) as show in [Figure 1-5](#).

| | BFV 1 | BFV 2 | BFV 3 | BFV 4 | Total |
|------------------|-------|-------|-------|-------|-------|
| VRC-46 (ND) | 1 | | | 1 | 2 |
| AN/GRC-160 (M/D) | 1 | | | 1 | 2 |
| AN/GRC-64 (M/D) | | 1 | 1 | | 2 |
| PRC-77 (D) | 1 | | | | 1 |
| INTERCOM | 1 | 1 | 1 | 1 | 4 |
| Total | 4 | 2 | 2 | 3 | 11 |

Figure 1-4. Communications Equipment.

| | BFV 1 | BFV 2 | BFV 3 | BFV 4 | Total |
|--------------|-------|-------|-------|-------|-------|
| VRC-87 (ND) | | 1 | 1 | | 2 |
| VRC-91 (M/D) | 1 | | | 1 | 2 |
| PRC-119 (D) | 1 | | | | 1 |
| PRC-126 (D) | 1 | 1 | 1 | 1 | 4 |
| INTERCOM | 1 | 1 | 1 | 1 | 4 |
| Total | 4 | 3 | 3 | 3 | 13 |

Figure 1-5. Single-Channel Ground/Airborne Radio System.

6. Understrength Platoons and Squads.

a. Platoons and squads are usually not at full strength. However, the mission can still be accomplished. Understrength units must be organized with the following rules in mind—

(1) Key leadership positions must be filled. Always maintain a chain of command platoon leader, platoon sergeant, squad leaders, and assistant squad leaders.

(2) The most potent weapons should be manned first. It is important to take full advantage of available firepower. Before each mission, consider how to employ Dragons and automatic rifles. In most situations, the most potent weapons are the BFV onboard weapons (25-mm gun, TOW missiles, and 7.62-mm coaxial machine gun).

b. Platoon and squad members must be cross-trained. This ensures that more than one man is capable of serving as gunner, driver, and vehicle commander. This training pays off when personnel turnover is high and units are understrength.

c. In addition, the platoon must have an organization plan for when it does not have all four BFVs. If a BFV is disabled, its men and equipment must be cross-loaded. Two full squads cannot ride in one BFV. Each of the other BFVs will take some on. Usually, the squad leader from the disabled BFV rides with the platoon leader. This lets him follow the situation and get orders from the platoon leader.

d. The platoon leader's BFV also serves as the assembly point. Squad members assemble here if the rifle team dismounts. The platoon leader will assist the disabled vehicle. He looks at its location and condition. He then considers the tactical situation. He may decide to leave the driver and gunner with the disabled BFV. They secure it and over see the recovery and repair.

Part B

IDENTIFY MOVEMENT TECHNIQUES AND FORMATIONS USED BY THE BFV PLATOON DURING MOUNTED OPERATIONS

1. General.

a. You have seen how the Bradley platoon is organized. The tempo of mobile warfare demands that mechanized infantry units spend a lot of time moving. This section will discuss concepts and formations used when the Bradley platoon is moving in mounted operations. You should understand that a platoon rarely moves alone. It often operates as part of a mechanized infantry company or as part of a company team with one or more tank platoons.

b. Formations aid in command and control. Their general shape is set primarily by considerations of METT-T. The distance between vehicles or men will vary according to the terrain being crossed. While on the move, each vehicle or person guards and searches a different sector to provide all-round security. Leaders direct movement by using arm-and-hand and flag signals. Radios should be used only as a backup means of communicating.

2. Mounted Techniques.

a. Squads.

(1) When mounted, the squads operate as one unit. Thus, it is not able to overwatch itself. The squad members must watch their sectors closely. This is critical. They must inform the Bradley commander of what they see. This is done by using the two-way combat vehicle crew (CVC) helmets. They relay messages from the other squad members.

(2) The Bradley commander must be aware of the limitations of the field of view of the driver and gunner. He must inform them of all factors, which have a direct effect on their functions. The driver cannot see the right bumper or any of the right side. When the situation permits, the Bradley commander stands in his hatch for better observation.

b. Platoon.

(1) Normally, the platoon moves as a unit. The platoon leader selects the platoon route, unit formations, and the distance between vehicles. The platoon sergeant maintains

station on the platoon leader's vehicle. The other two vehicles orient on the platoon leader and platoon sergeant, respectively. The common term for this role is "wingman".

(2) At times, the platoon may move independently of the company. The platoon leader may then conduct movement by bounding the platoon vehicles from one position to another. He uses his and the platoon sergeant's vehicles to form the two pairs. Their wingmen will make up the second vehicle of each pair. The wingmen always move and orient on the leader.

3. Mounted Formation. There are four formations for mounted movement at platoon level. The use of these formations lets the platoon react well in most situations and conditions. If the need arises, formations can be modified. To react to enemy contact, or change formations on the move, drills are used. These drills are standard, and are very thoroughly trained. The four formations are—

- a. Column.
- b. Line.
- c. Echelon.
- d. Wedge.

(1) **Column.** The column formation is the one most often used for road marches. It is also used during limited visibility and to pass through defiles or thick woods. The platoon can deploy from the column to other formations rapidly. It can also maneuver the trail section, should the lead come into contact. Use of the column simplifies control and gives good security. In addition, it allows maximum firepower to the flanks. The column formation is shown in [Figure 1-6](#).

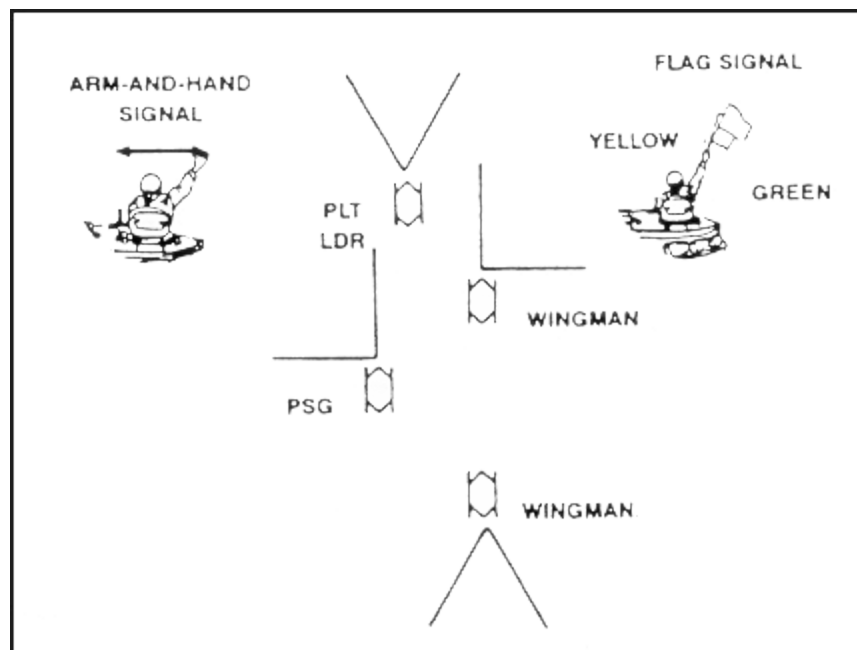


Figure 1-6. Column Formation.

(2) **Line.** The line formation is used when assaulting a weakly defended objective, crossing open areas, leaving a woodline, or emerging from smoke. Use of the line lets the platoon cross an objective rapidly, with maximum fire to the front. However, it lacks the depth of the column and the wedge. The distance between elements will depend on the terrain. The line formation is shown in [Figure 1-7](#).

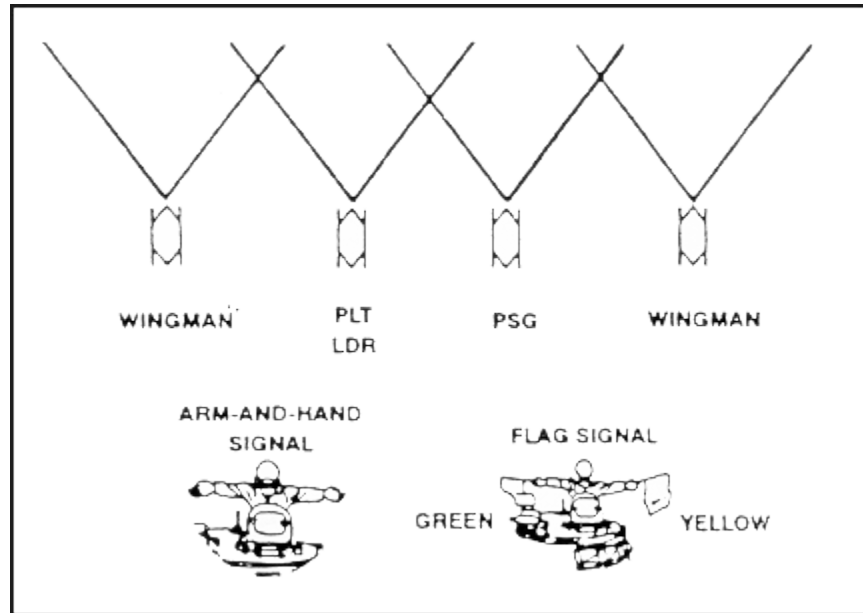


Figure 1-7. Line Formation.

(3) **Echelon.** This formation gives the greatest fire to the front and to either the right or left flank. The platoon uses it to cover the exposed flank of a larger force. If one pair makes contact, the other can maneuver. The echelon is shown in [Figure 1-8](#).

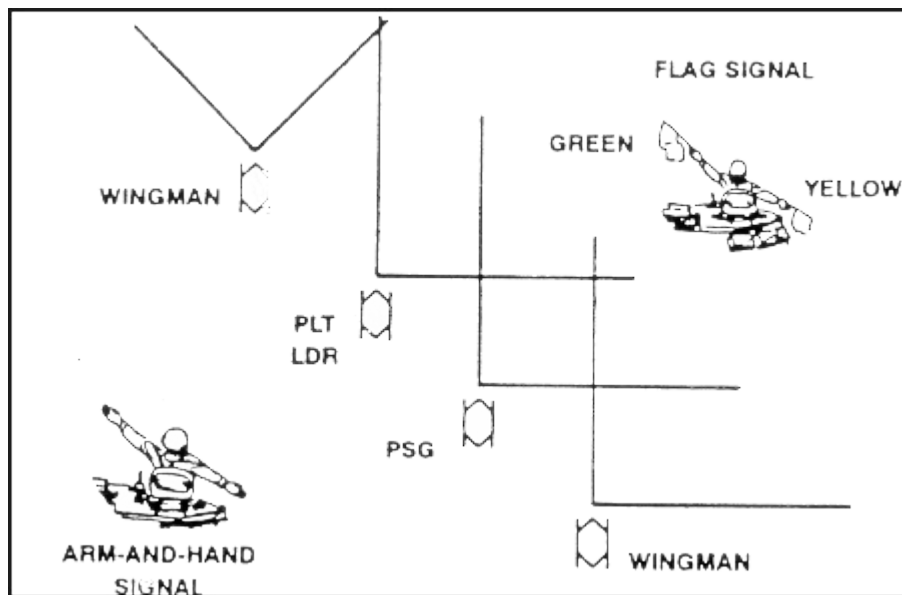


Figure 1-8. Echelon Formation

(4) **Wedge.** The wedge gives excellent firepower to the front, and good fire to each flank. The platoon leader can easily control all vehicles and deploy rapidly into other formations. The wedge is often used when the enemy situation is vague. The orientation of the pairs is left and right. The platoon leader and platoon sergeant control the other BFV (wingman) of their pair by directing it to follow to the outside. The other BFV orients its weapons toward the flanks. The wedge is shown in [Figure 1-9](#).

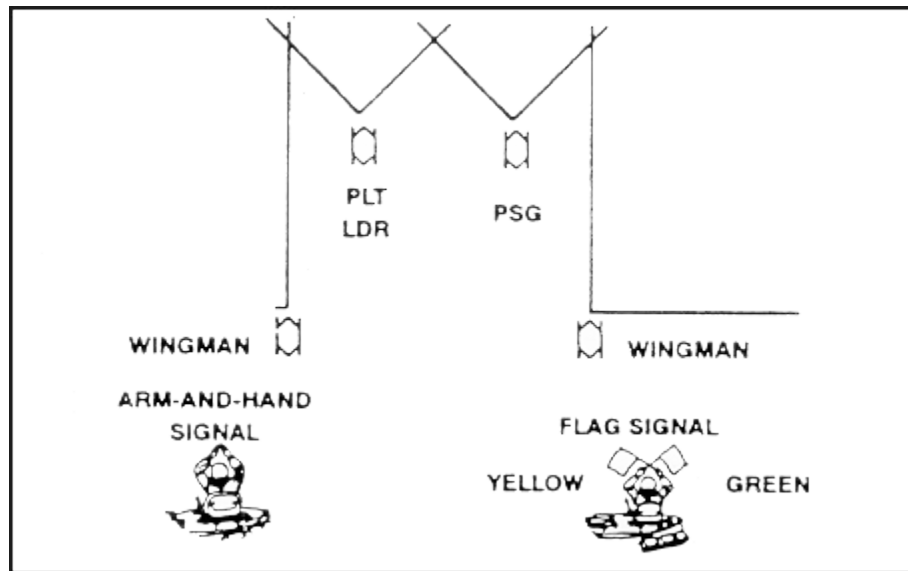


Figure 1-9. Wedge Formation

4. **Stop During Movement.** There are two security formations for use when the platoon is not moving. They are the herringbone and the coil.

a. **Herringbone.** The herringbone is used to disperse the platoon when traveling in the column formation. It may be used during air attacks, or when the platoon must stop during movement. This formation lets the platoon move to covered and concealed positions off a road or from an open area. There, it can set up all-round security without detailed instructions being issued. The vehicles are repositioned as needed. If there is time, they take advantage of the best cover, concealment, and fields of fire. During limited visibility, or when the halt is more than temporary, rifle team members are chosen to dismount and establish security. The herringbone formation is shown in [Figure 1-10](#).

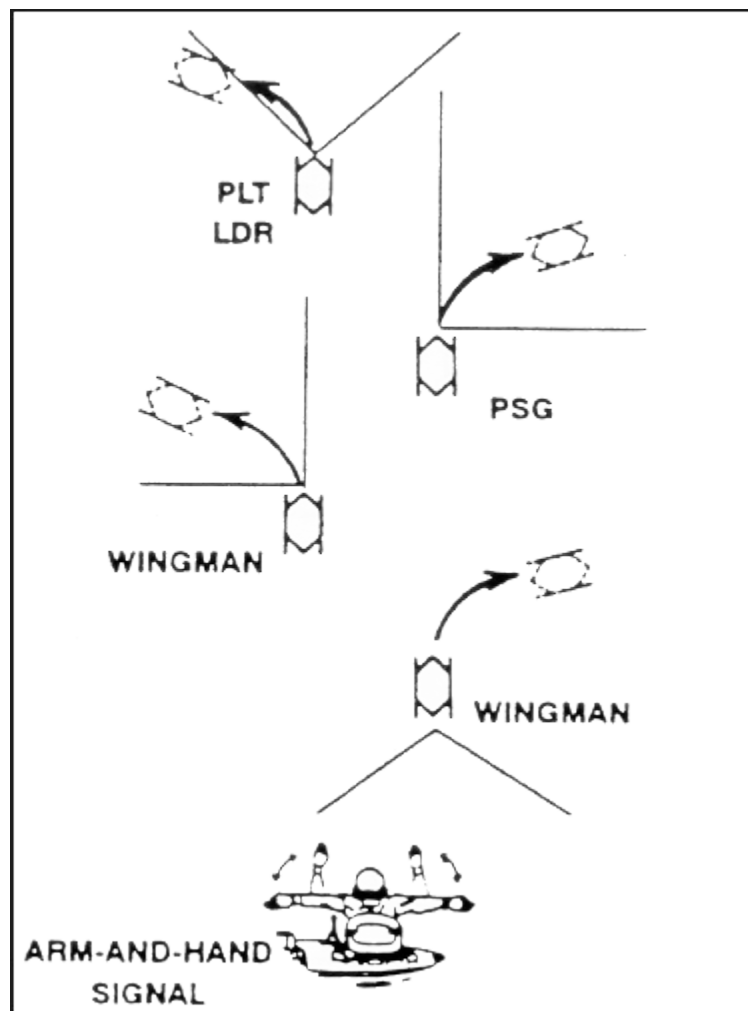


Figure 1-10. Herringbone Formation.

b. **Coil.** The second formation used when the platoon is not moving is the coil. The coil gives all-round security and observation when the unit is stationary. It is useful in tactical refueling, resupply, and issuing platoon orders. Because the coil presents an easy target, it is not to be used for long periods in daylight. Security must be posted to include airguards and dismounted rifle teams. Vehicle turrets are manned. There are two methods to form a coil—

- (1) The first method is used when there is limited visibility. The platoon leader forms the coil by leading his platoon in a circle. Then all of the vehicles stop, turn 90 degrees outward, and post security.

(2) In the second method, the coil is formed by the platoon leader's signaling, quickly moving his vehicle into position, and stopping. The other vehicles go straight to their assigned places (as stated in the platoon SOP). They seek cover and concealment, then post security. This technique is used during daylight, or whenever speed is essential. The coil formation is shown in [Figure 1-11](#).

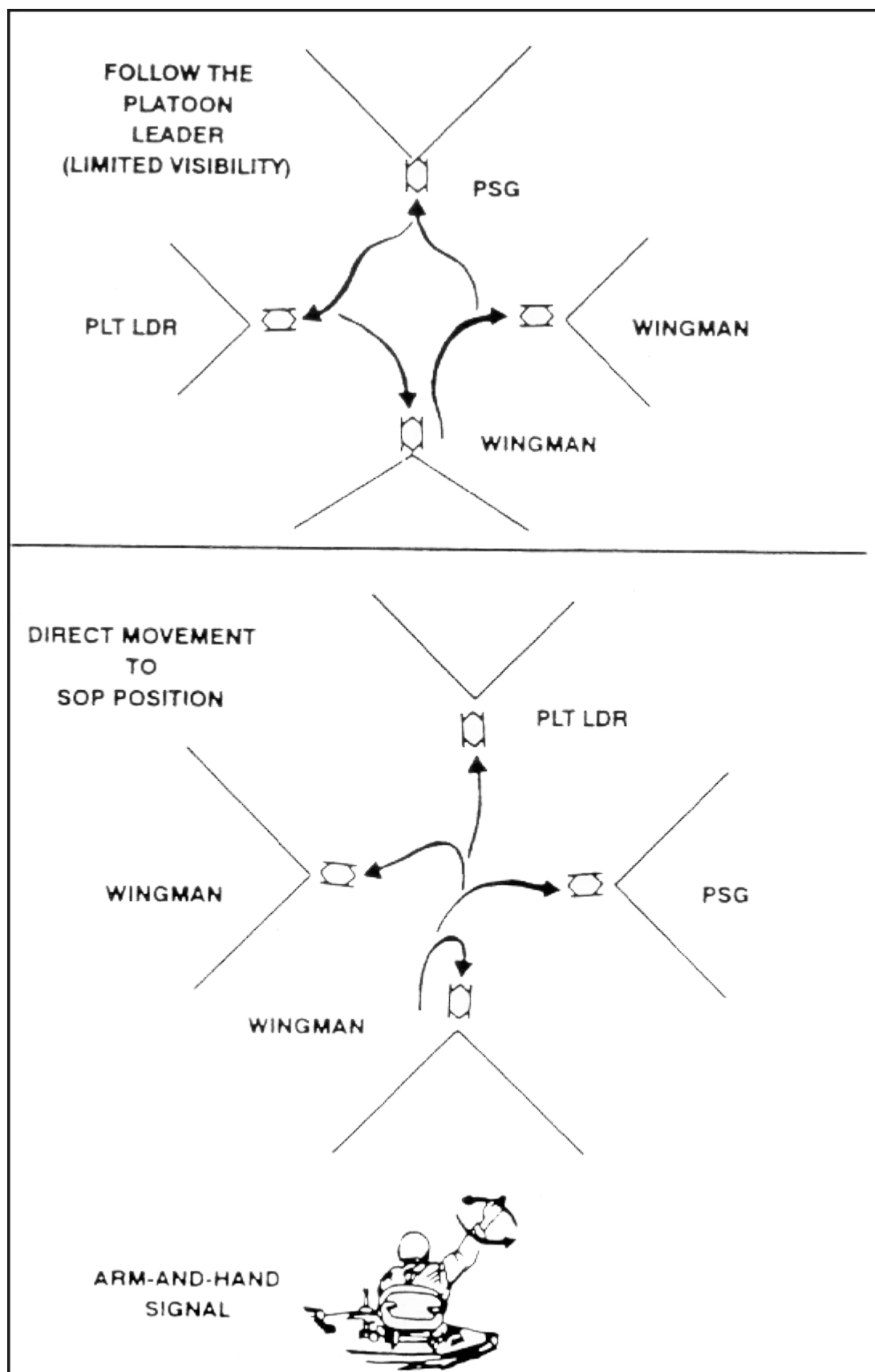


Figure 1-11. Coil Formation

5. Movement Techniques (Mounted)

a. **Movement Techniques.** A movement technique is the manner a platoon uses to traverse terrain. There are three movement techniques, traveling, traveling overwatch, and bounding overwatch. The selection of a movement technique is based on the likelihood of enemy contact and the need for speed. Factors to consider for each technique are control, dispersion, speed, and security ([Figure 1-12](#)). Movement techniques are not fixed formations. They refer to the distances between vehicles (mounted movement), soldiers, teams, and squads that vary based on mission, enemy, terrain, visibility, and any other factor that affects control.

| MOVEMENT TECHNIQUES | WHEN NORMALLY USED | CHARACTERISTICS | | | |
|---------------------|--------------------|-----------------|------------|---------|----------|
| | | CONTROL | DISPERSION | SPEED | SECURITY |
| TRAVELING | CONTACT NOT LIKELY | MORE | LESS | FASTEST | LEAST |
| TRAVELING OVERWATCH | CONTACT POSSIBLE | LESS | MORE | SLOWER | MORE |
| BOUNDING OVERWATCH | CONTACT EXPECTED | MOST | MOST | SLOWEST | MOST |

Figure 1-12. Movement Techniques and Characteristics.

b. Mounted.

(1) **Traveling.** Traveling is used when contact with the enemy is not likely and speed is needed ([Figure 1-13](#)).

(2) **Traveling Overwatch.** Traveling overwatch is used when contact is possible. A platoon in traveling overwatch may move in a column, wedge, or echelon formation with turrets oriented into assigned sectors of responsibility ([Figure 1-14](#)). (As noted earlier, the platoon should move mounted in sections-one under the platoon leader's control the other controlled by the platoon sergeant).

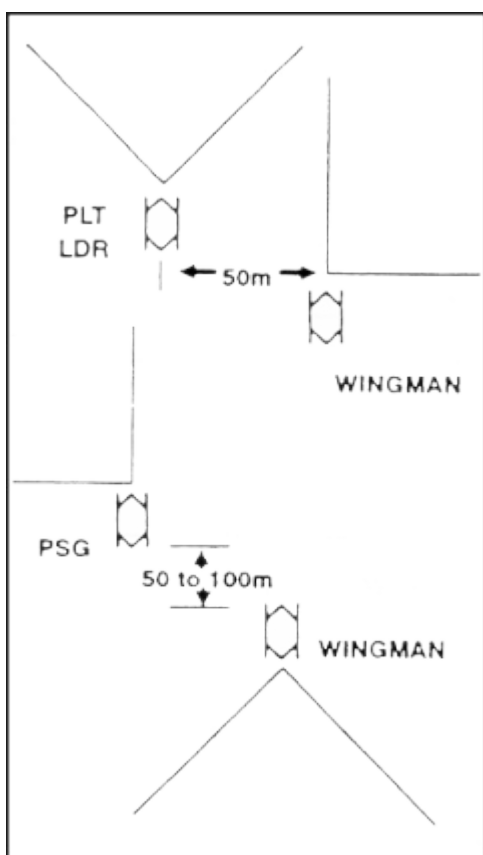


Figure 1-13. Traveling (Platoon Mounted).

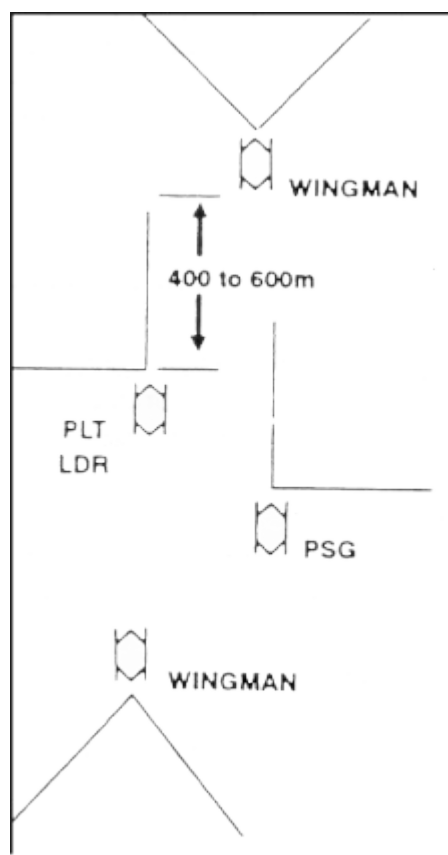


Figure 1-14. Traveling Overwatch (Platoon Mounted).

(3) **Bounding Overwatch.** Bounding overwatch is used when contact is expected. Platoons execute bounding overwatch in alternate or successive bounds ([Figure 1-15](#)). Platoons use alternate bounds when speed is important and when terrain is open. They use successive bounds to move deliberately or when terrain is restrictive.

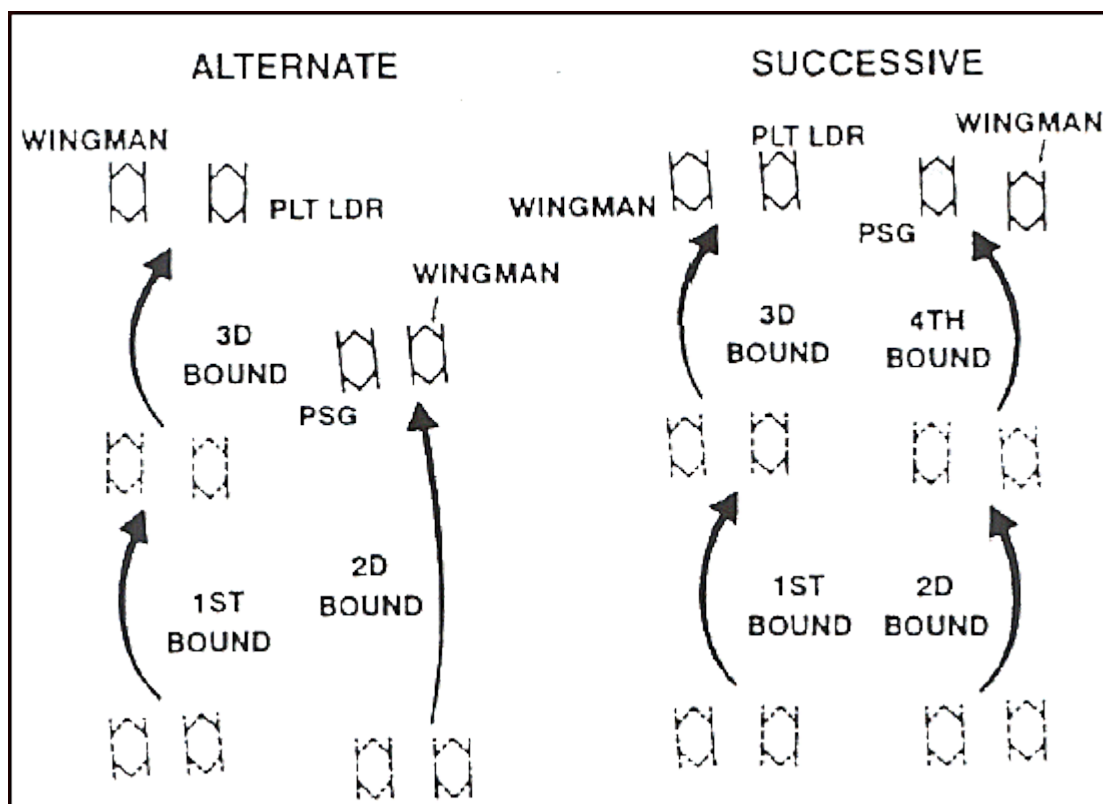


Figure 1-15. Methods of Bounding Overwatch.

(a) When the platoon uses mounted bounding Overwatch, one or two vehicles bound while the others Overwatch from a stationary position ([Figure 1-16](#)). When the new position is reached, the bounding fire teams dismount for local security. If the new position is relatively open, the bounding section may not need dismounted personnel to secure the position. As soon as the position is secured, the bounding section covers the rest of the platoon as they move forward. The process is repeated for subsequent moves.

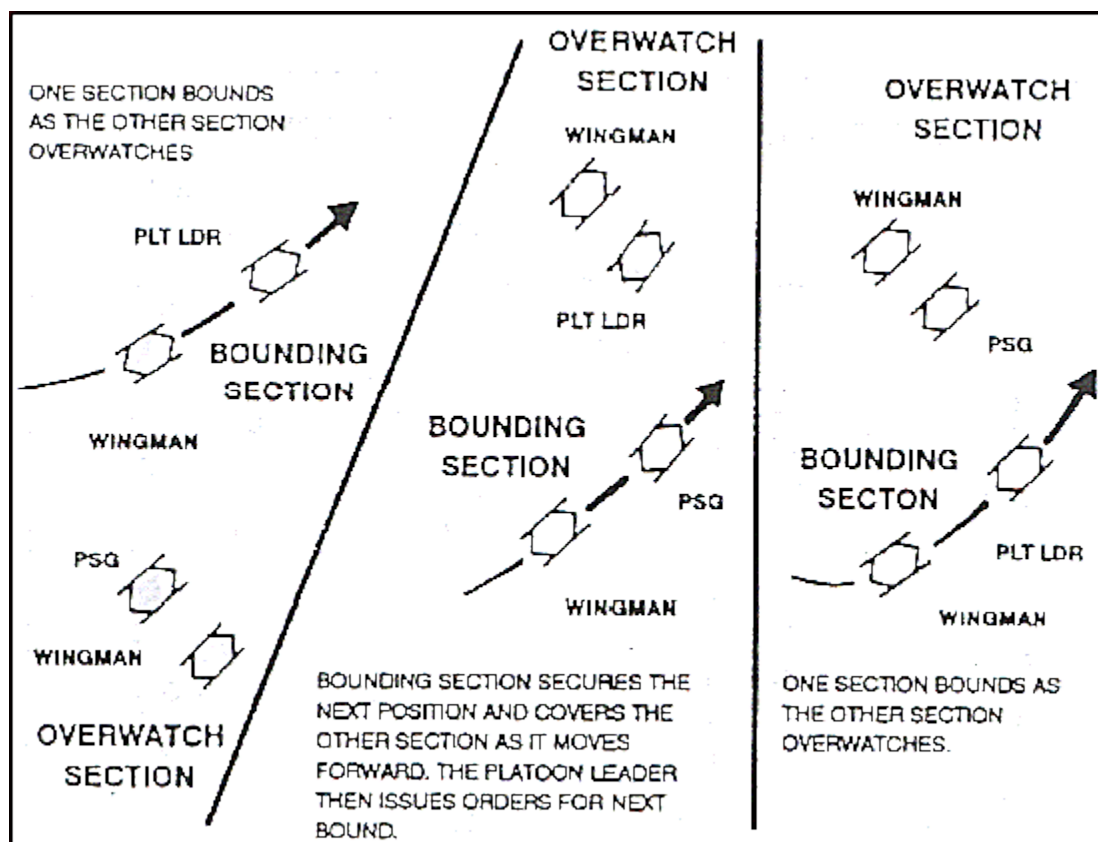


Figure 1-16. Bounding Overwatch.

(b) The vehicles in the overwatch should follow the platoon or company SOP for weapons-ready posture. For example, all BFVs might have their TOW launchers erected and self-tested with one of the BFVs designated to fire, and another ready to fire its 25-mm gun or 7.62-mm coaxial machine gun. Each gunner should be prepared for immediate engagement in accordance with the platoon leader's fire control and distribution plan. Designated gunners should have their thermal sights on. Those BFVs chosen to have the 25-mm gun ready should select the proper ammunition and rate of fire, and turn the range index knob to the estimated range of the most likely target. Those BFVs selected to have the 7.62-mm coaxial machine gun ready also turn their range control knob to the range of the most likely target. This arrangement ensures that the overwatch force can provide immediate and accurate fire support with the proper weapons and ammunition. This can be adjusted to fit the enemy situation, terrain, and availability of ammunition and missiles.

Part C

IDENTIFY MOVEMENT TECHNIQUES AND FORMATION USED BY THE BFV PLATOON DURING DISMOUNTED OPERATIONS

1. **General.** This section will discuss the movement techniques and type of formations used by the BFV platoon in dismounted operations.

2. **Dismounted.** In dismounted operations, the BFV platoon places the leaders of the platoon where they can best command and control movement. Their placement also depends on the technique in use. Squads normally move mounted until the situation requires them to dismount. The squad moves alone or as part of the platoon's dismounted element. The platoon's mounted element or other fire team of the dismounted element normally overwatches the movement of the dismounted squad. The dismounted element uses a variety of formations.

a. **Fire Team Formations.** The fire team formations describe the positioning of soldiers in relation to each other. Each formation has advantages and disadvantages. The leader must weigh these in light of his METT-T analysis ([Figure 1-17](#))

| MOVEMENT FORMATION | WHEN NORMALLY USED | CHARACTERISTICS | | | |
|--------------------|--|-----------------|------------------------------|--|-----------|
| | | CONTROL | FLEXIBILITY | FIRE CAPABILITIES/ RESTRICTIONS | SECURITY |
| FIRE TEAM WEDGE | BASIC FIRE TEAM FORMATION | EASY | GOOD | ALLOWS IMMEDIATE FIRES IN ALL DIRECTIONS. | ALL-ROUND |
| FIRE TEAM FILE | CLOSE TERRAIN DENSE VEGETATION, LIMITED VISIBILITY CONDITIONS | EASIEST | LESS FLEXIBLE THAN THE WEDGE | ALLOWS IMMEDIATE FIRES TO THE FLANKS. MASK MOST FIRES TO THE REAR. | LEAST |

Figure 1-17. Comparison of the Team Formations.

(1) **Wedge.** The wedge is the basic formation for the fire team. The interval between soldiers in the wedge formation is normally 10 meters. The wedge expands and contracts depending on the terrain. When rough terrain, poor visibility, or other factors make control of the wedge difficult, fire teams modify the wedge. The normal interval is reduced so that all team members can still see their team leaders and the team leaders can still see their squad leaders. The sides of the wedge can contract to the point where the wedge resembles a single file. When moving in less rugged terrain, where control is easier, soldiers expand or resume their original positions ([Figure 1-18](#)).

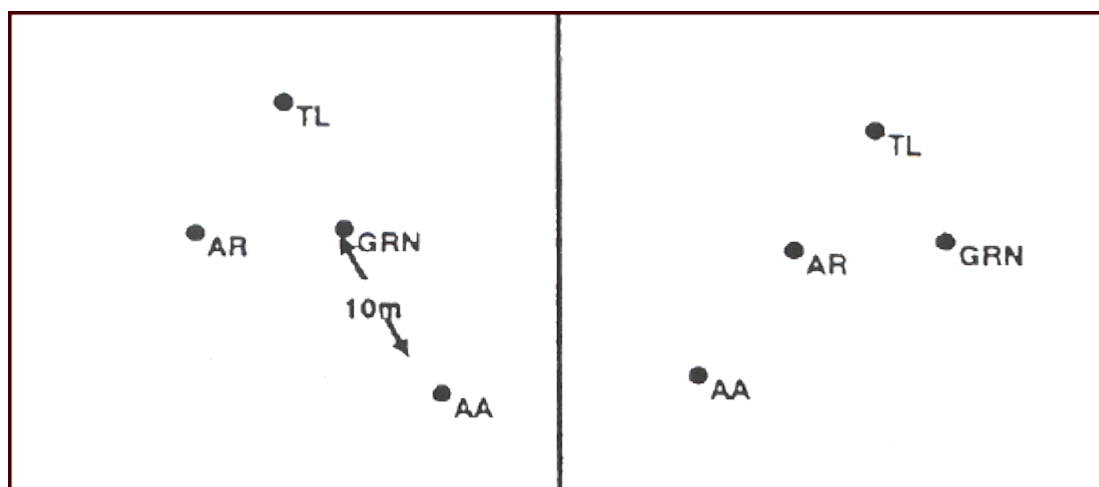


Figure 1-18. Fire Team Wedge.

(2) **File.** When the terrain precludes use of the wedge, fire teams use the file formation ([Figure 1-19](#))

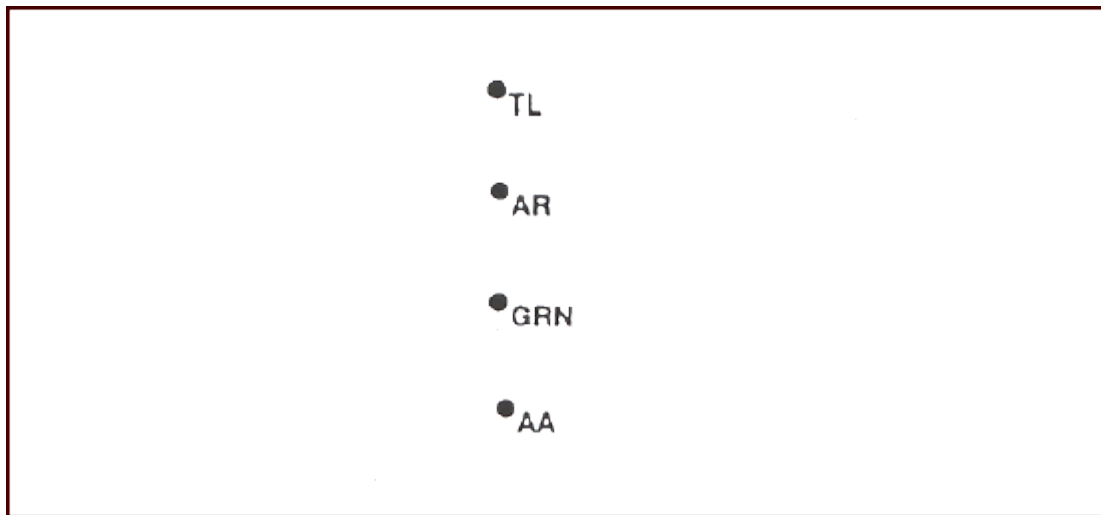


Figure 1-19. Fire Team File.

b. Squad Formations. Squad formations describe the relationships between fire teams in the squad. They include the squad column, squad line, and squad file. A comparison of the formations in [Figure 1-20](#).

| MOVEMENT FORMATION | WHEN NORMALLY USED | CHARACTERISTICS | | | |
|--------------------|---|-----------------------------|--|--|---|
| | | CONTROL | FLEXIBILITY | FIRE CAPABILITIES/ RESTRICTIONS | SECURITY |
| SQUAD COLUMN | SQUAD PRIMARY FORMATION. | GOOD | FACILITATES MANEUVER, GOOD DISPERSION Laterally AND IN DEPTH | ALLOWS LARGE VOLUME OF FIRE TO THE FLANK — LIMITED VOLUME TO THE FRONT. | ALL-ROUND |
| SQUAD LINE | WHEN MAXIMUM FIRE POWER IS REQUIRED TO THE FRONT | NOT AS GOOD AS SQUAD COLUMN | LIMITED MANEUVER CAPABILITY (BOTH FIRE TEAMS COMMITTED). | ALLOWS MAXIMUM IMMEDIATE FIRE TO THE FRONT. | GOOD TO THE FRONT, LITTLE TO THE FLANKS AND REAR. |
| SQUAD FILE | CLOSE TERRAIN VEGETATION, LIMITED VISIBILITY CONDITIONS | EASIEST | MOST DIFFICULT FORMATION FROM WHICH TO MANEUVER. | ALLOWS IMMEDIATE FIRE TO THE FLANKS MASKS MOST FIRE TO THE FRONT AND REAR. | LEAST |

Figure 1-20. Comparison of Squad Formations.

(1) **Squad Column.** The squad column is the squad's main formation. It provides good dispersion laterally and in depth without sacrificing control, and it facilitates maneuver. The lead fire team is the base fire team. Squads can move in either a squad column or a modified squad column ([Figure 1-21](#)). Rough terrain, poor visibility, or other factors can require the squad to modify the squad column into a file for control purpose. As the

terrain becomes less rugged and control becomes easier, the soldiers assume their original positions.

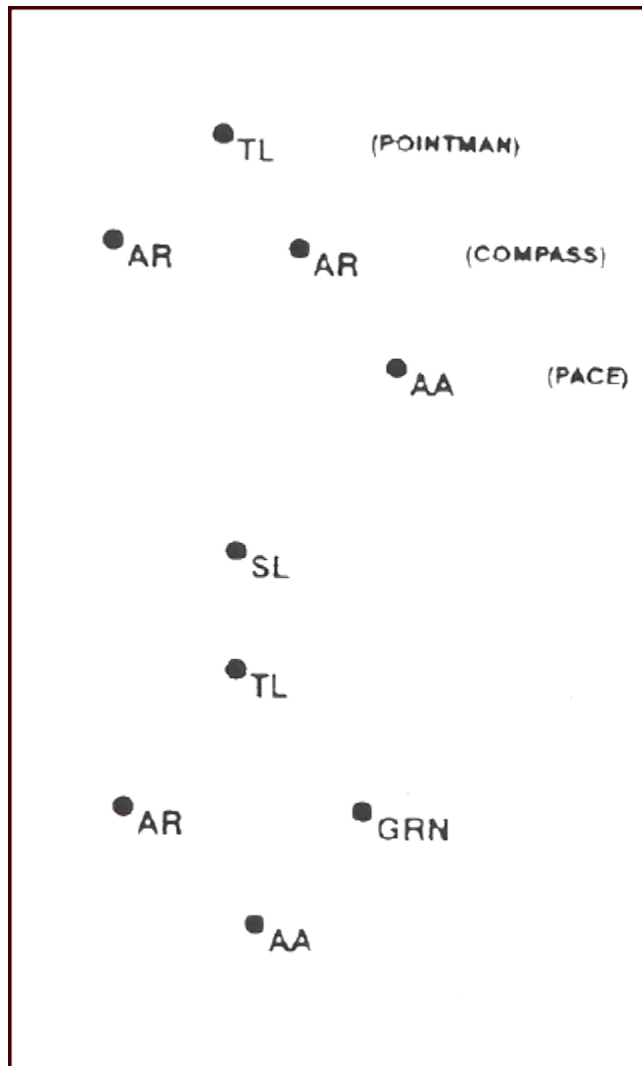


Figure 1-21. Squad Column with Fire Teams in Column.

(2) **Squad Line.** The squad line provides maximum firepower to the front ([Figure 1-22](#)). When a squad is acting as the base squad, the fire team on the right is the base fire team.



Figure 1-22. Squad Line.

(3) **Squad File.** When not traveling in a column or line, squads travel in file. The squad file has the same characteristics as the fire team file. If the squad leader wishes to increase his control over the formation, exert greater moral presence by leading from the front, and be immediately available to make key decisions, he will move forward to the first or second position. Additional control over the rear of the formation can be provided by moving a team leader to the last position. ([Figure 1-23](#)).

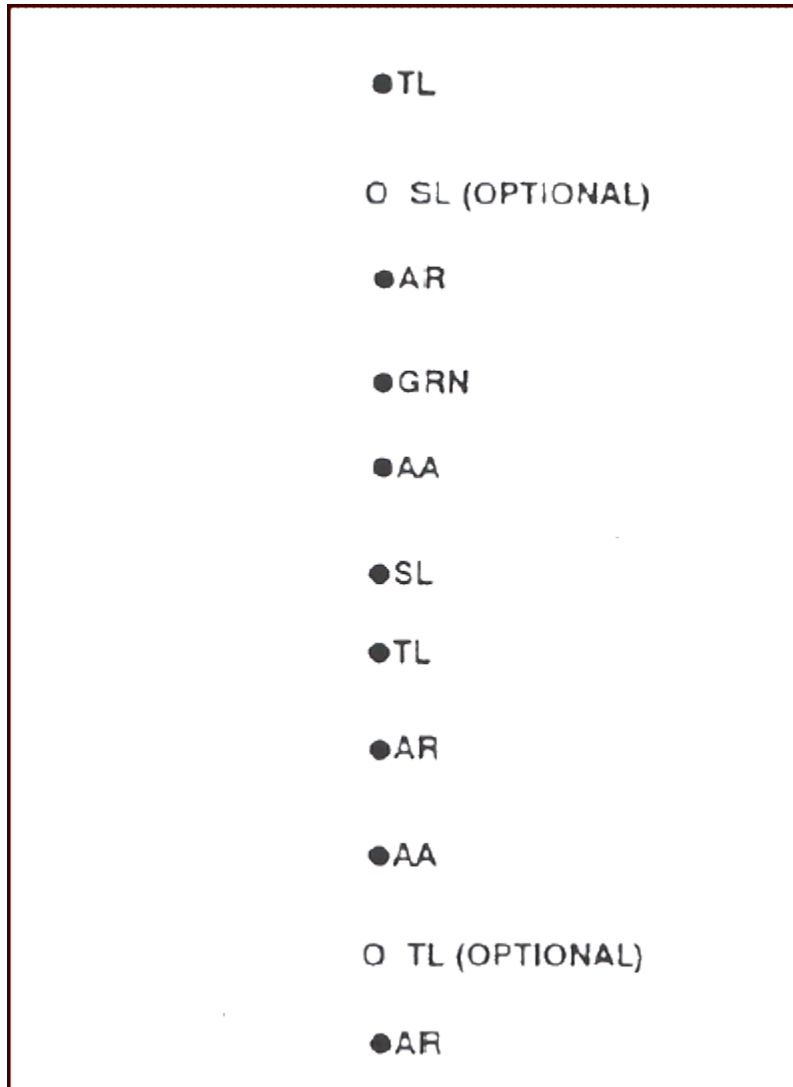


Figure 1-23. Squad File.

c. **Platoon Formations.** The platoon uses the column or line formation ([Figures 1-24](#) and [1-25](#)).

(1) **Platoon Column.** The platoon column is the primary movement formation. It provides good dispersion both laterally and in depth, and it simplifies control. This formation can deliver a limited volume of fire to the front and high volume to the flanks. The lead squad is the base squad.

(2) **Platoon Line.** It provides good lateral dispersion. In this formation, the platoon can deliver the greatest amount of fire to the front. The platoon leader designates the base

squad. The transition from movement techniques to maneuver must be done quickly to attain the initiative.

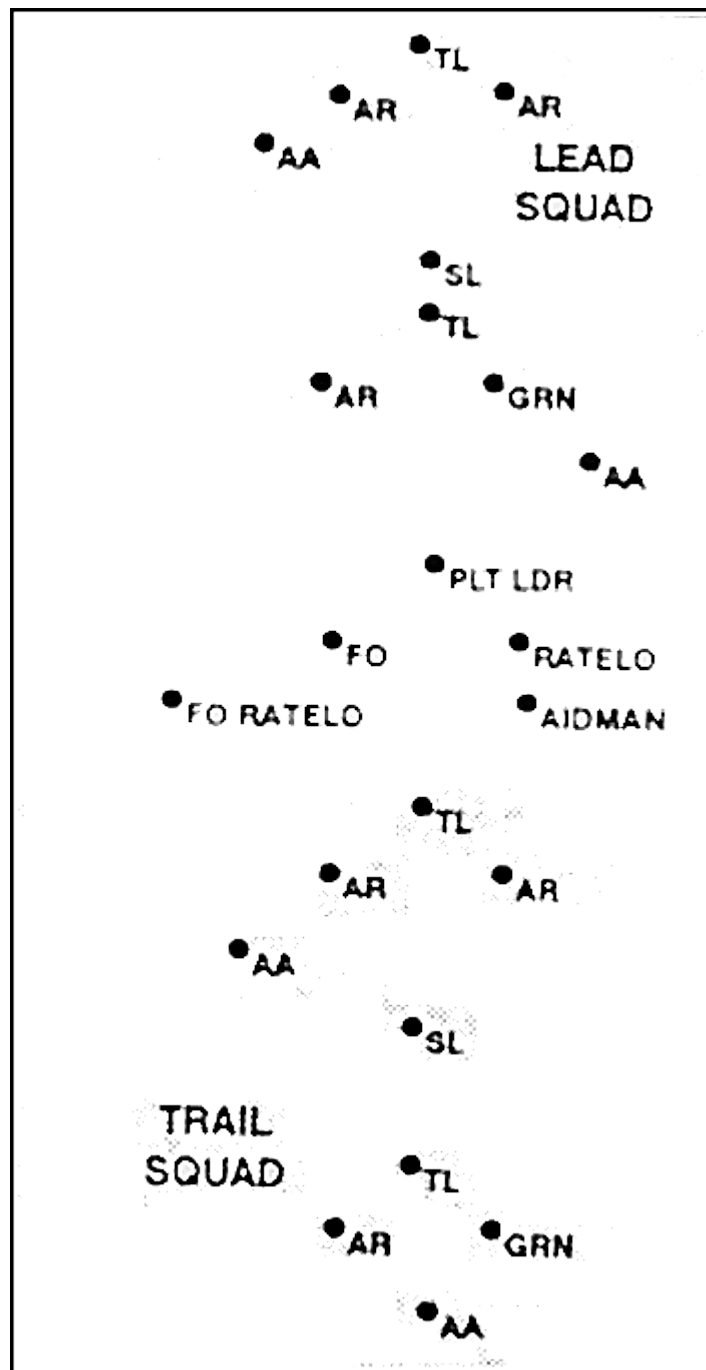


Figure 1-24. Platoon Column.

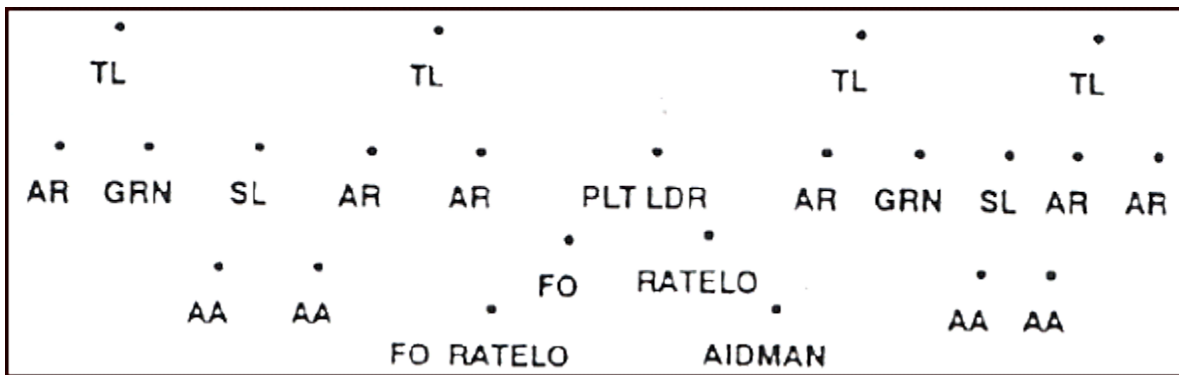


Figure 1-25. Platoon Line.

3. **Dismounted Techniques.** The platoon normally remains mounted until forced to dismount. When it dismounts, it uses the following techniques.

a. **Traveling.** This technique is not used often when contact is not likely, because the platoon normally remains mounted ([Figure 1-26](#)). Sometimes the platoon has missions that require the dismount element to operate independent of the BFVs. The traveling technique is normal for trailing platoon dismounted elements in a company-dismounted formations. The element's formation is adjusted to fit the situation.

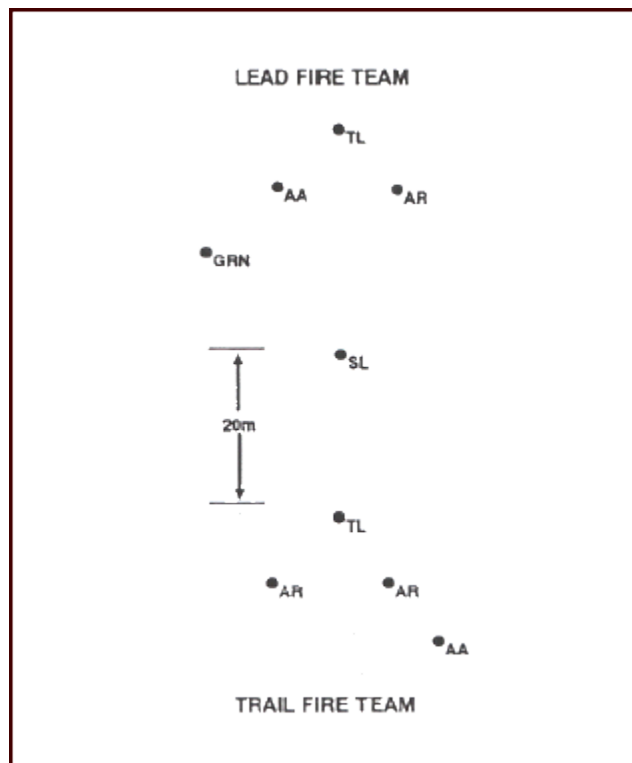


Figure 1-26. Traveling, Squads Dismounted.

b. **Traveling Overwatch.** The dismount element normally uses the column or wedge formation. The lead team tries to move at least 50 meters, but preferably 100 meters or more, in front of the rest of the element. The BFVs may be even farther to the rear or to a flank ([Figure 1-27](#)).

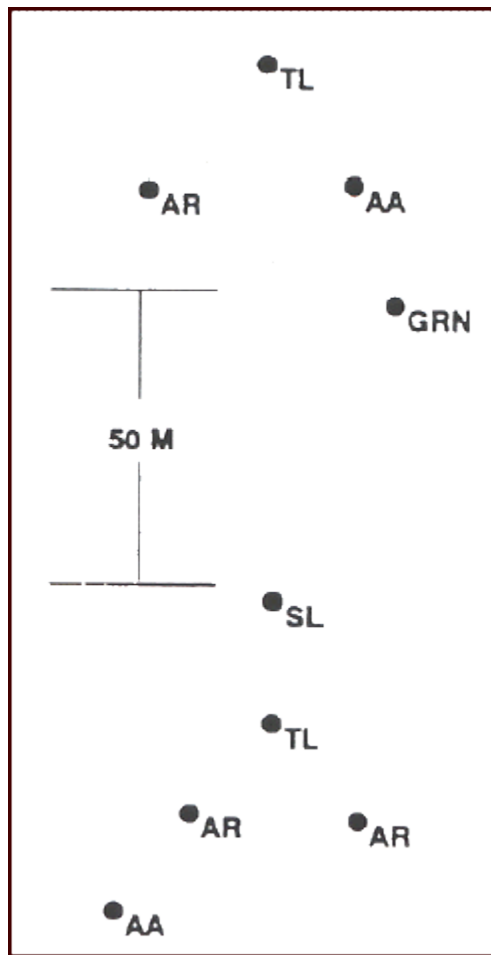


Figure 1-27. Traveling Overwatch, Squads Dismounted.

c. **Bounding Overwatch.** When contact is expected and the terrain does not permit mounted movement or when the dismount element is separated from the vehicles, the platoon bounds with the dismount element deployed ([Figure 1-28](#)).

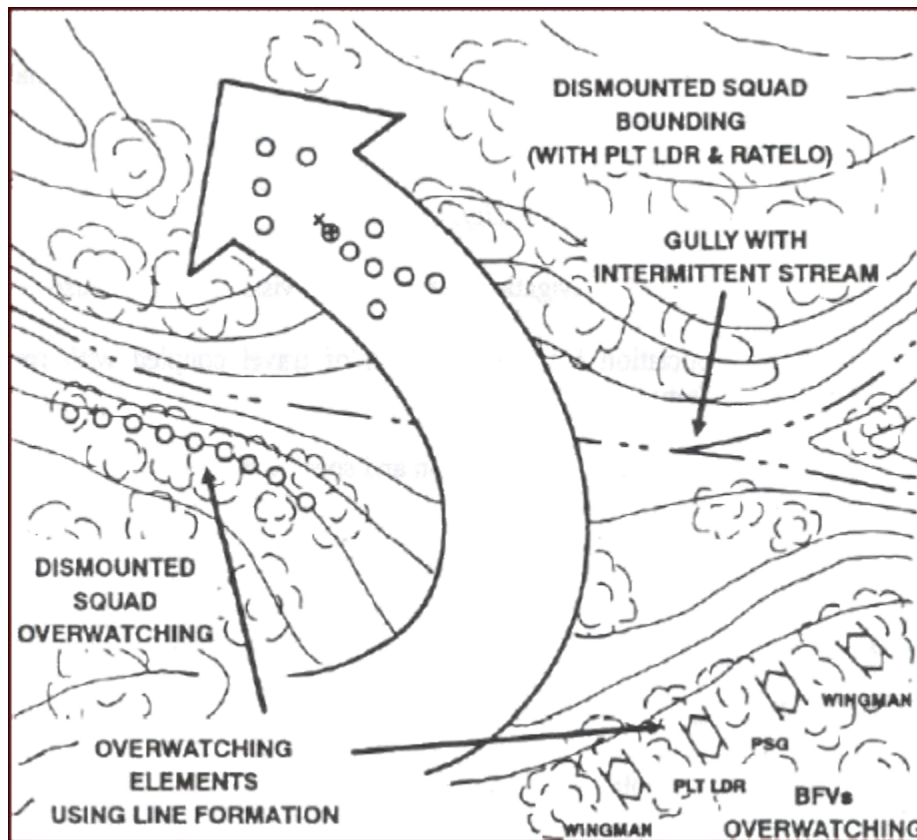


Figure 1-28. Bounding Overwatch, Squads Dismounted.

4. Movement During Limited Visibility Conditions. At night or when visibility is poor, a platoon must be able to function the same as during the day. It must be able to control, navigate, maintain security, and move at night or during limited visibility.

a. **Control.** When visibility is poor, the following methods aid in control:

- (1) The platoon uses vehicle night vision devices when mounted and selected personnel use night vision devices when dismounted.
- (2) Leaders move closer to the front.
- (4) The platoon uses small strips of luminous tape or chemical lights on the rear of vehicles or helmets to ensure the vehicle or soldier behind them can maintain visual contact.
- (5) Leaders reduce the interval between vehicles, soldiers, and squads to make sure they can see each other.
- (6) During dismounted movement, leaders conduct headcount at regular intervals and after each halt to ensure personnel accountability.

b. **Navigation.** To assist in navigation during limited visibility, leader use—

- (1) Terrain association (general direction of travel coupled with recognition of prominent map and ground features).

(2) Dead reckoning (compass direction and specific distances or legs). At the end of each leg, leaders should verify their location.

(3) Resection.

(4) Movement routes that parallel identifiable terrain features.

(5) Guides to marked routes.

(6) GSRs to vector platoons to the proper location.

(7) Position-location devices.

(8) Thermal sights.

c. **Security.** For stealth and security in night moves, squads and platoons—

(1) Use radio-listening silence.

(2) Use terrain to avoid detection by enemy surveillance or night vision devices.

(3) Make frequent listening halts during dismounted movement.

(4) Mask the sounds of movement with artillery fires.

d. **Individual Movement Techniques.** Individual movement techniques include the high and low crawl and short rushes (three to five seconds) from one covered position to another. (See [FM 21-75](#)).

5. **Other Movement Situations.** Movement with armored vehicles: Armored and mechanized forces normally work together in combat operations. This section discusses tactics and techniques used by mechanized infantry platoons working with armor. A company team consists of mechanized infantry platoons and tank platoons. Each platoon has unique characteristics and should be employed to complement the others and be prepared to provide mutual support. A BFV platoon can take advantage of the tanks' firepower, armor protection, and mobility in the offense and the tanks range finder to move into positions in the defense. Tanks can take advantage of the BFV platoons ability to provide close-in protection from dismounted attacks in the defense.

a. **Movement with Tanks.** When terrain, visibility, and the enemy situation permit mounted movement, tanks normally lead followed or overwatched by the BFVs.

(1) **Tanks in the Lead.** Tanks normally lead a movement formation because of their survivability, firepower, and shock effect. The BFV platoon normally moves 200 to 400 meters behind the tanks in order to support them and at the same time avoid fires directed at the tanks ([Figure 1-29](#)).

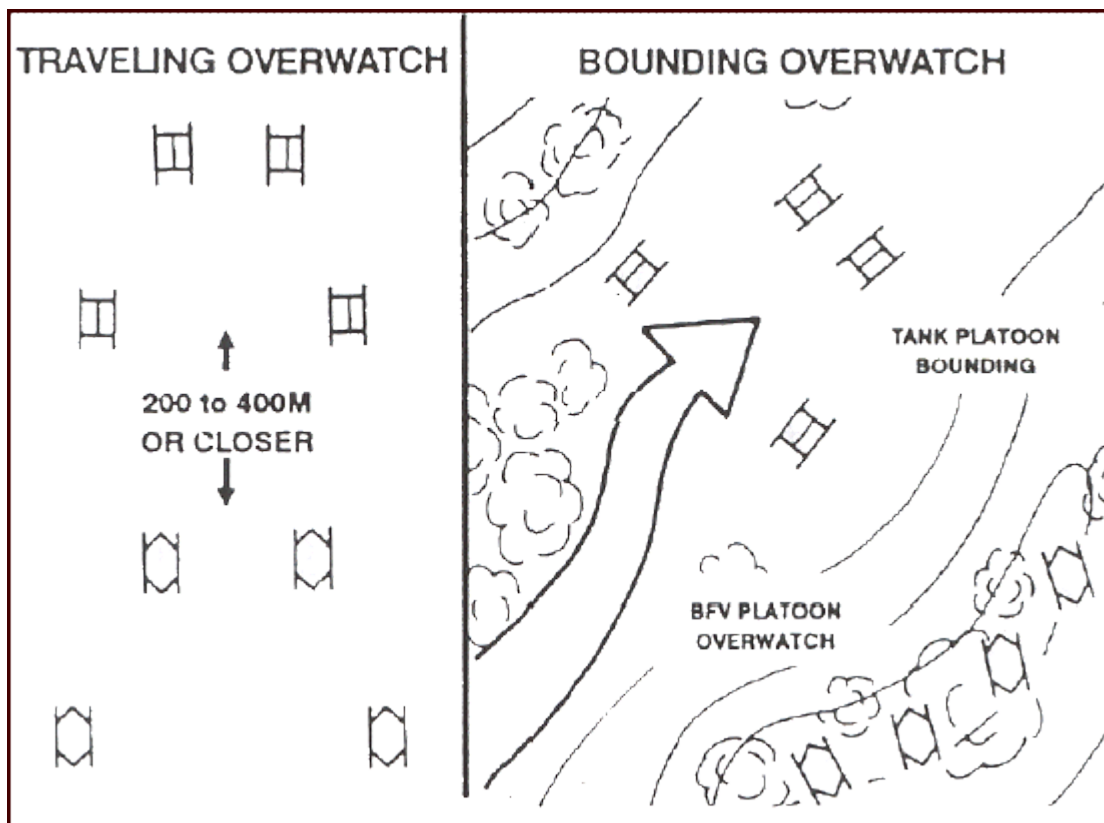


Figure 1-29. Tanks Leading.

(a) When the company team uses traveling or traveling overwatch movement techniques, the commander stipulates the sequence and locations for movement and the distance between the tanks and BFVs. BFVs must be close enough to protect the flanks and rear of the tanks.

(b) When the company team used bounding overwatch, a tank platoon usually serves as the bounding element successively overwatched by the BFVs and, in some cases, by other tanks. Because tank crews have difficulty seeing behind them, one of the BFV platoon's primary jobs is to protect the tanks' rear and flanks from enemy infantry attack. The platoon must be alert for enemy antiarmor positions. Since ATGM fires are usually characterized by a trail of smoke from the launch site, the BFV commanders should suppress the enemy antiarmor weapon and send a warning over the radio.

b. Dismounted Element Leading Tanks. The mounted platoon seldom leads tanks. Usually, the dismounted element of the platoon leads to breach obstacles, to move through restrictive terrain, to clear defiles, or to act as a guide when visibility is limited ([Figure 1-30](#)).

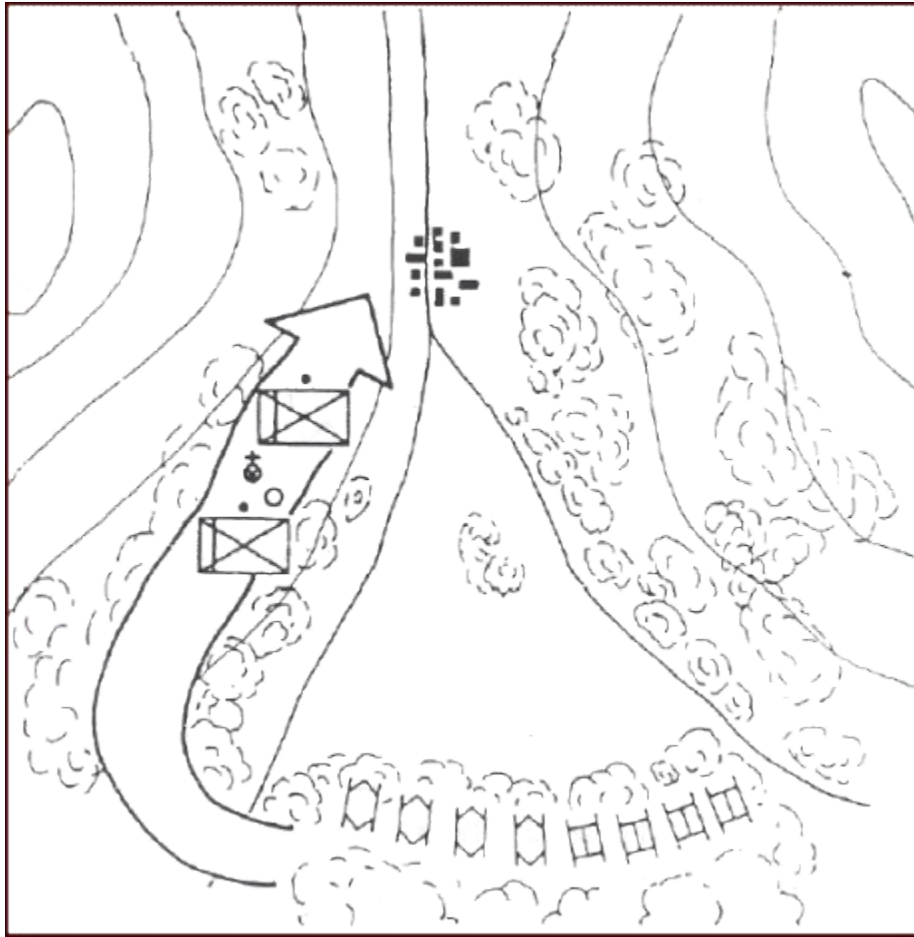


Figure 1-30. Dismounted Element Leading Tanks.

(1) When an obstacle hinders mounted movement, the dismount element clears or breaches it or finds a bypass. It approaches the obstacle using bounding overwatch, while BFVs are positioned to support. Also, when visibility interferes with mounted movement, the dismount element leads, overwatched by the BFVs and tanks.

(2) Fire control is difficult while moving during limited visibility, but it is facilitated by using the wingman concept. It can be done only if the platoon has practiced the SOP. Indirect-fire illumination should not be relied on, because it is slow and not as effective in smoke, fog, snow, dust, or heavy rain. Additionally, heavy rain or cold fog reduces thermal sight range capability. Although the thermal sight allows the BFV and tanks to acquire a target at great distances during reduced visibility, it does not provide a clear enough sight picture for vehicle identification. Platoons using thermal sights for long distances must establish positive identification and check-fire procedures to preclude destroying friendly vehicles or personnel.

c. **Movement by Water.** Platoons avoid crossing water obstacle when possible. Leaders should identify weak or nonswimmers when crossing water in BFVs and pair them with a good swimmer in their crew/squad.

6. Communication with Tanks. Before an operation, mechanized infantry and tank leaders must coordinate communications means and signals. This includes the use of radios, phones, and visual signals (such as arm-and-hand, panel, lights, flags, and pyrotechnical). The BFV's communication system provides for control of mounted and dismounted operations. Tanks have the same system.

a. **BFVs communicating with Tanks.** As communications systems are updated, platoons will have single channel ground/airborne radio system (SINCGARS). This allows secure communication between tanks, BFVs and the dismount element.

b. **Dismounted Infantry Communicating with Tanks.** Most tanks, with the exception of the M1, have an external phone on the rear fender for dismounted infantrymen to use. On the M1, the infantryman can run communication wire to the tank crew through the turret. This wire is hooked into the tank's communication system. Leaders must be confident that tanks and dismounted infantry can move, shoot, and communicate without the risk of fratricide and confusion.

7. Actions at Danger Areas. The infantry platoon normally moves mounted to take full advantage of the firepower, speed, and protection of the BFVs. When moving through forested areas, towns, or where there is a possibility of an ambush, the platoon leads with the dismounted infantry to protect against enemy short-range ATGM. Defiles, bends in roads, or river crossing sites are likely enemy locations.

a. Rifle squads or engineers when available are deployed to breach obstacles, to find a route around impassable terrain, and to provide security. Because the BFV is vulnerable to short-range ATGM, suspected vehicle ambush areas must be treated with caution. If available, fire from tank main guns can be used to force through hastily constructed obstacles after the obstacles have been secured by infantry. This technique keeps the momentum up and does not require that the force wait for engineers to be brought forward.

b. One of the major tasks of the lead element is protection of the company or company team from surprise attack. The lead platoon must clear each possible ambush site unless instructed otherwise.

c. When a danger area is encountered that makes an enemy ambush possible, the company team commander makes the determination as to how much risk he will take. If speed is critical, he may choose to take a greater risk and not dismount, or he may choose to stay mounted but move forward only a small element. If he has reason to believe that an ambush is likely, then he will probably dismount the infantry. He may also reconnoiter by fire into the likely enemy position

DANGER

The BFV should never fire armor-piercing ammunition while dismounted friendly soldiers are within a gun arc of 10 degrees and within 400 meters, unless overhead cover is available for dismounted soldiers. If rounds are fired over the dismounted element, dismounted soldiers could be killed or injured by the discarding sabot or plastic that fall off rounds fired from the BFVs or tanks. (Tank safety arc is 70 degrees at 1,000 meters).

d. In each situation where dismounted infantry lead BFVs, and tanks, the company team commander decides whether tanks or BFVs move directly behind the dismount element. Tanks are normally preferred, because their large main guns and machine guns can deliver immediate, devastating fire, and they have much better armor protection than the BFV. Regardless of whether tanks or BFVs are the overwatch force, they must be ready, once contact is made, to suppress enemy weapons that endanger the dismounted infantry.

e. A defile is a narrow passage that constricts the movement of soldiers. It is an ideal ambush site. If a defile is encountered that forces the company team to move in single vehicle file for a significant distance, the commander might choose to lead with dismount infantry ([Figure 1-31](#)). Common defiles for mechanized platoons are roads or trails across streams or through swamps and heavy forests. When clearing a defile, the dismount element clears each side far enough from the choke point to make sure that there are no ambushes. It also checks the surface for evidence of mines. Because contact should be expected at defiles, the leading squad should use bounding overwatch.

f. If a platoon is given the task of clearing a road as part of a movement to contact, it must use caution. The enemy often employs antiarmor weapons on a bend in the road so that he can ambush lead vehicles without trailing vehicles overwatching. A bend in the road and its shoulder may also be mined; therefore, squads must carefully check bends in roads.

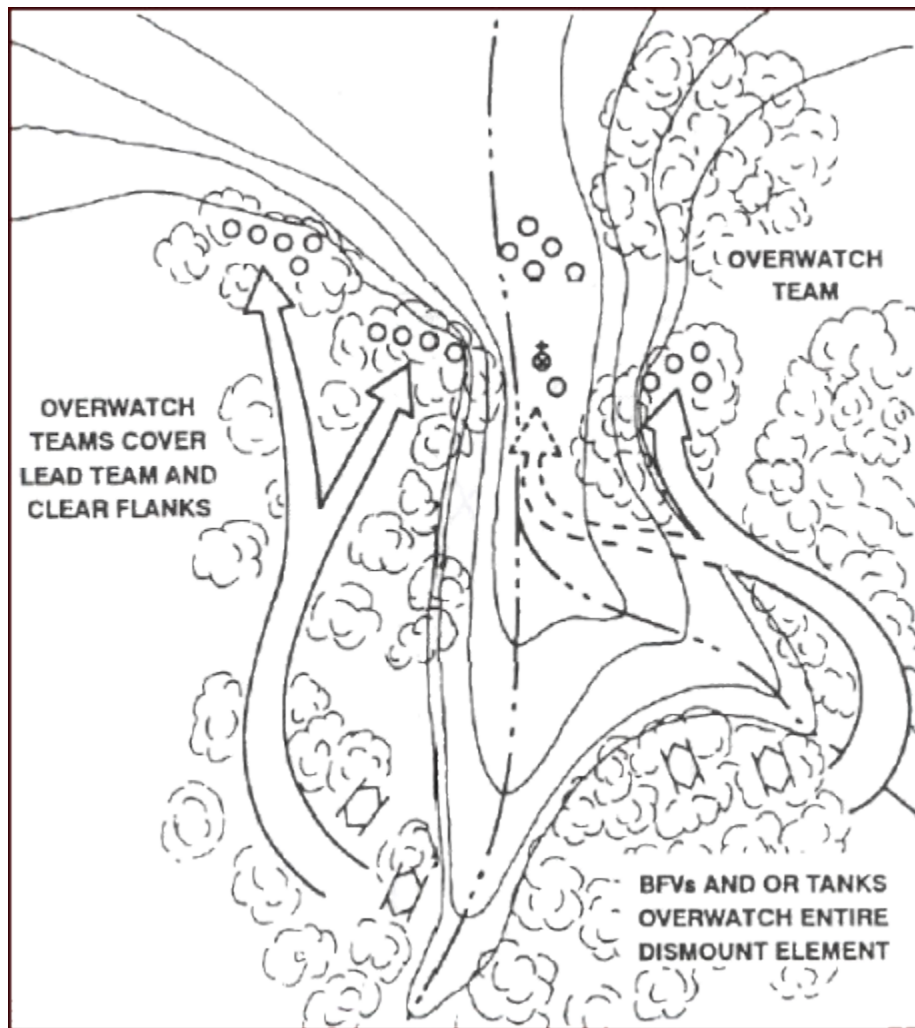


Figure 1-31. Clearing A Defile.

g. A bridge must be considered an obstacle or possible ambush site and approached as such. It must be cleared before it is crossed.

h. Infantrymen normally dismount to lead through urban areas ([Figure 1-32](#)). Vehicle movement through a village or town is generally limited to streets and infantrymen must clear buildings along the way. The infantrymen move down a street with squads staggered along the street sides. The infantrymen move alongside the buildings, clearing each building as they advance. As it moves, each platoon makes sure there are no enemy positions left in the buildings on its side of the street. Each team looks for enemy in the upper floors of the buildings on the other side of the street. Tanks or BFVs provide overwatch. A single platoon should be responsible for clearing a single street to enhance command and control.

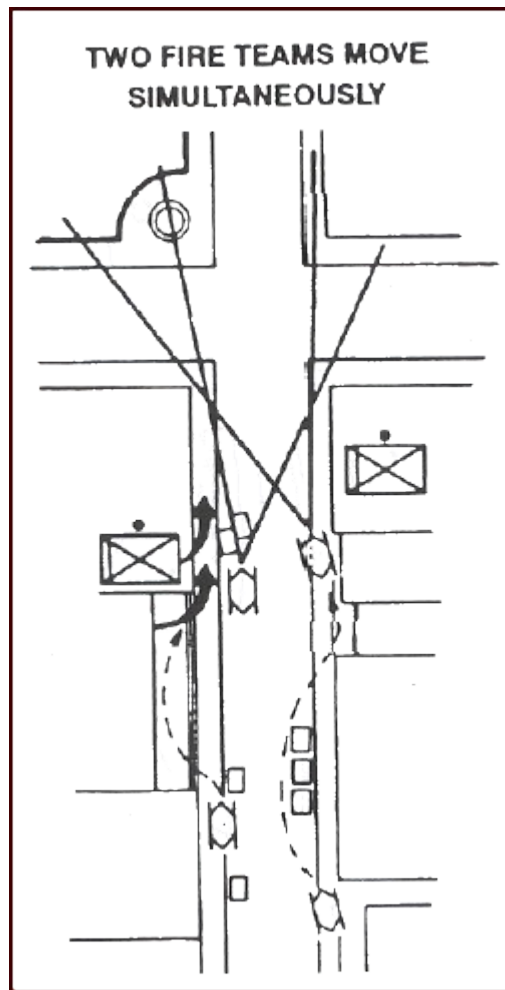


Figure 1-32. Dismount Element Leading.

8. **Conclusion.** This concludes lesson 1. During this lesson you were shown the organization, movement techniques, and formations used by the Bradley platoon both mounted and dismounted. You were also shown how BFV platoons move and communicate with tanks.

LESSON 1

PRACTICE EXERCISE

Instructions The following items will test your understanding of the material covered in this lesson. There is only one correct answer for each item. When you have completed the exercise, check your answers. If you answer any item incorrectly, review that part of the lesson which contains the portion involved.

Situation for Questions 1 through 10:

You are a leader in a Bradley platoon conducting offensive operations.

1. The platoon leader dismounts with the dismounted element within the platoon leader vehicle. Which member assumes the command of the BFV?
 - ☐ A. Platoon sergeant.
 - B. Senior gunner.
 - C. Squad leader from No. 2 BFV.
 - D. Assistant squad leader from No. 4 BFV.
2. You are a squad leader of a BFV squad. The basic combat unit capable of maneuvering in combat operations is the—
 - A. company.
 - B. task force.
 - C. platoon.
 - D. squad.
3. When the squad is moving dismounted, what is the squad's main formation?
 - A. Line.
 - B. Column.
 - C. Wedge.
 - D. File.
4. The platoon you lead is conducting mounted operations independently of the company team. In selecting a movement formation, you—
 - A. consider the factors of METT-T.
 - B. determine the distance to be traveled.
 - C. select a line formation for firepower.
 - D. appoint the platoon sergeant to lead.

5. Your platoon is providing cover on the flank of a company team movement formation. You, as the platoon leader, select to—
- A. use the herringbone formation.
 - B. form a column formation.
 - C. move in an echelon formation.
 - D. use the traveling overwatch formation.
6. You are leading your BFV platoon in a column formation. An enemy aircraft attacks your platoon. To disperse the column you order the platoon to—
- A. use the coil formation.
 - B. form a herringbone formation.
 - C. move to cover.
 - D. use the wedge formation.
7. You are using the bounding overwatch technique of movement. You come upon an area that has light vegetation and underbrush. You choose to alternate bounding overwatch. This allows—
- A. for speed in open terrain.
 - B. maximum firepower to the front.
 - C. a combination of travel and bound techniques.
 - D. for all-round security.
8. The company team is moving in bounding overwatch. The platoon is in overwatch for tanks. You, a BFV commander, see an ATGM fired at a tank from the woodline. You—
- A. call for indirect fire on the ATGM position.
 - B. direct machine gun fire to suppress the position.
 - C. suppress the enemy antiarmor weapons and send a warning over the radios.
 - D. dismount the Dragon and engage the position.
9. Movement during limited visibility requires knowledge of navigation. To assist the platoon during movement the platoon leader uses—
- A. bounding overwatch.
 - B. the north star.
 - C. routes that parallel identifiable terrain features.
 - D. flares fired by the mortars.

10. When the BFV platoon is dismounted, what is the location of the platoon leader?
- A. With the lead squad.
 - B. With the trailing squad.
 - C. Where he can best control the movement.
 - D. Stays mounted on the lead BFV.

Lesson 2

IDENTIFY THE TECHNIQUES AND PROCEDURES FOR A BFV PLATOON OFFENSIVE MISSION, CONDUCT MOVEMENT TO CONTACT, CONDUCT A DELIBERATE ATTACK, AND CONSOLIDATION AND REORGANIZATION

Lesson Description:

This lesson provides techniques and procedures for a BFV platoon to conduct a movement to contact, conduct a deliberate attack, and consolidation and reorganization on the objective.

Terminal Learning Objective:

- Action:** Identify the procedures for a Bradley fighting vehicle platoon during movement to contact; conduct a deliberate attack; and consolidating and reorganizing a BFV platoon after seizing an enemy position.
- Condition:** Given the subcourse material contained in this lesson.
- Standard:** The student will demonstrate his knowledge and comprehension of the task by identifying the procedures taken by the Bradley fighting vehicle platoon during movement to contact consolidating and reorganizing a platoon after seizing an enemy position.
- Reference:** The material in this subcourse was derived from the following publication.

[FM 7-7J](#) 1993

INTRODUCTION

This lesson will identify the procedures for the BFV platoon to conduct a movement to contact, conduct a deliberate attack, and consolidation and reorganization and reorganization on the objective.

Part A

MOVEMENT TO CONTACT

1. **General.** Unless the platoon is in direct contact with the enemy, most offensive operations begin with a movement to contact. Its purpose is to gain or maintain contact with the enemy and to develop the situation to conduct either a hasty or deliberate attack. Movement to contact is usually characterized by a lack of detailed information about the enemy. Once contact is made, the leader determines the enemy strength; the location of flanks, gaps, and weaknesses; and possible enemy intentions.
2. **Conduct a Movement to Contact.** Platoons and squads participate in a movement to contact as part of a company/team using movement formations and techniques explained in [lesson 1](#).
 - a. Because the enemy situation is vague, the platoon must be prepared to act in any situation. This is accomplished by proper planning, war-gaming, using appropriate movement formations and techniques, using fire control measures, using platoon SOPs, using engagement criteria, and studying the terrain before and during movement to anticipate likely enemy locations. While

moving, all leaders study the terrain and anticipate enemy contact and what actions to take (Figure 2-1).

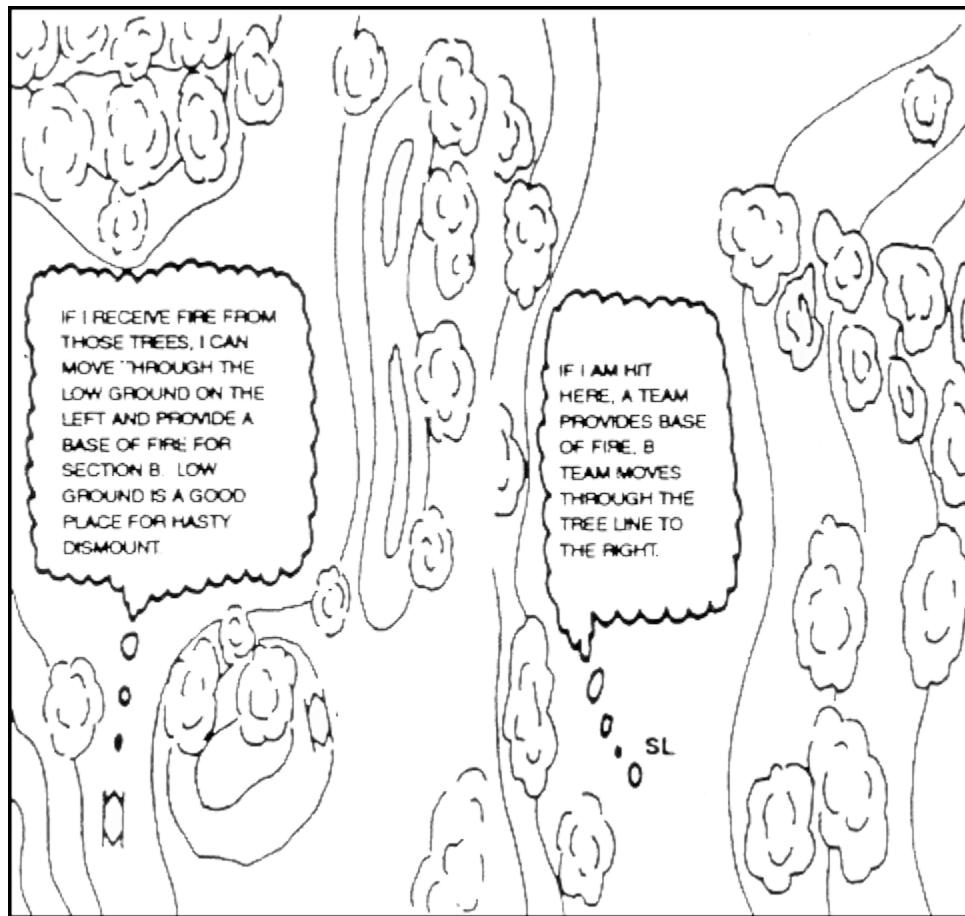


Figure 2-1. Anticipate Enemy Contact

b. Because the platoon leader does not know when or where he will make contact with the enemy, he should avoid mounted movement on terrain that restricts maneuver, such as draws, ravines, narrow trails, or steep slopes. The platoon leader must also consider the speed at which the commander expects him to move when selecting his route. If restrictive terrain is unavoidable, the platoon leader will consider alternative techniques to enhance security, for example, dismount a squad or fire team to conduct a movement through the restrictive area in advance of the vehicles.

(1) A line of departure, phase lines, and checkpoints are normally assigned to control the forward movement of the company or company team. The platoon leader may be required to report these graphic control measures to the commander. The platoon does not stop at a phase line unless told to do so. If necessary, the platoon leader may designate additional phase lines or checkpoints for internal platoon use to reduce the number and length of radio transmissions used to control movement.

(2) Fire control and distribution are accomplished through the use of boundaries, fire plans, pyrotechnics, and weapons-ready posture. Fire control takes on added importance in the movement to contact because of the scarcity of information about the enemy. The

weapons-ready posture must be flexible enough to respond to an unclear enemy situation, and it will vary between the bounding and overwatching elements. It is critical in BFV-equipped platoons because of the variety of weapons that can be controlled from the turret and the dangers of expending all of the onboard ammunition of a weapon within the platoon.

- (a) The overwatching element should erect their TOWs and perform the self-test, and the designated vehicles prepare 25-mm HEI-T, APDS-T, and 7.62-mm coax.
 - (b) When restrictive terrain dominates the route, the bounding element may not have the same fields of fire as the overwatching element and may be less capable of employing TOWs. Once again, the leader designates which vehicles will prepare to fire the various weapon and type of ammunition. A mounted overwatching element is not the only technique in restrictive or slow-go terrain. The platoon leader may also decide to use a combination of a long-range overwatch (BFVs) and a dismounted squad or fire team as a short-range overwatch. In this case, soldier and vehicle locations, limits of fire, and signal control measures are all important to minimize the chances of fratricide.
- (3) Without instructions the forward observer must, based on spot reports or observation, inform the platoon leader that he is ready to adjust indirect fires. This must be an automatic response. The mounted (during mounted movement, the platoon leader adjust indirect fires) and dismounted elements must both have this capability.
- (4) If there is no platoon FO, the platoon leader must still have a good indirect fire plan for his route to cover anticipated places of contact. These targets are reasoned from the platoon leader's war-gaming process and incorporated into the company plan. With no FO, the platoon leader should initiate the call for fires on the command net, with the FIST leader eavesdropping. The FIST leader generates the immediate or preplanned mission. The adjustment process can be done via alternate methods.
- (5) Air guards are critical in a movement to contact. If the cargo hatch is open, an air guard can be designated to watch the sides and rear; the front view is blocked by the turret. The Bradley commander in one or more of the BFVs must act as an air guard oriented to the front.
- (6) Once the platoon makes contact with the enemy, it is maintained until the commander orders otherwise. The platoon leader develops the situation based on effectiveness of enemy fire, friendly casualties, size of enemy force, and freedom to maneuver. He gathers and reports critical information about the enemy and recommends a course of action. There are several options the commander and the platoon leader can execute once contact is made. The platoon could bypass the enemy with permission from the commander, conduct a hasty attack, fix the enemy so another platoon can conduct the assault, or conduct a hasty defense or establish a hasty ambush ([Figure 2-2](#)). The following are guidelines which can be used for planning and when contact is made to develop the situation.

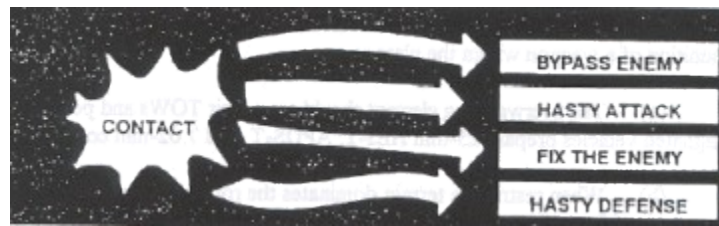


Figure 2-2. Movement to Contact Options.

- (a) Light resistance is resistance from an enemy squad-sized element or smaller that is not causing friendly casualties, and the enemy force is equipped with or without an armored vehicle, in hasty fighting position with no obstacles and primarily hand held antiarmor weapons.
 - (b) Medium resistance is resistance from an enemy squad-to-platoon-sized element that is causing light friendly casualties. The enemy defense is organized around the best defensible terrain with combined arms assets integrated.
 - (c) Heavy resistance is resistance from an enemy platoon-sized element or larger that is causing heavy friendly casualties. The enemy is defending a strongpoint with combined arms assets.
- (7) Light resistance may be bypassed IAW the OPORD or when directed by the commander. Once the platoon reacts to contact and the decision has been made to bypass, the following actions occur ([Figure 2-3](#)).
- (a) BFVs suppress on the move.
 - (b) Infantry remains mounted.
 - (c) Platoon leader calls for and adjusts indirect fire and smoke to screen his movement past the enemy position.
 - (d) Platoon leader reports the size and the location of the enemy to the company/team commander, and the platoon continues the mission.

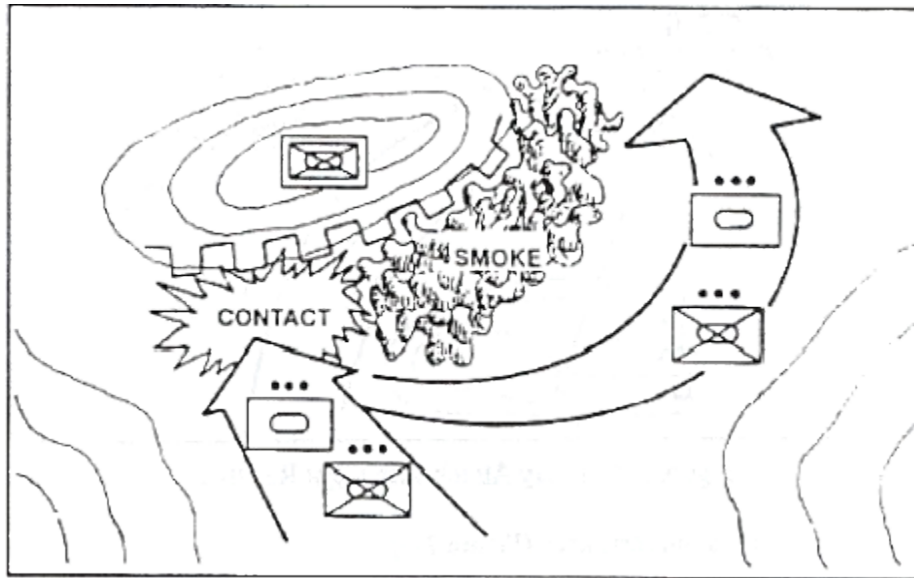


Figure 2-3. Bypass the Enemy

(8) Once the platoon reacts to contact and the decision is made to conduct a hasty attack, the actions of the platoon are as follows—

(a) Light resistance ([Figure 2-4](#)).

- One section of BFVs provide long-range overwatch from a covered position or supporting fires on the move, especially against enemy ATGM.
- The other section maneuvers to conduct the assault.
- The platoon leader calls for and adjusts indirect fire to suppress the enemy.
- Infantry remains mounted unless the enemy must be cleared from restrictive terrain, or unless forced to dismount by enemy resistance.
- The platoon conducts consolidation and reorganization.
- The platoon leader reports the status, and the platoon continues the mission.

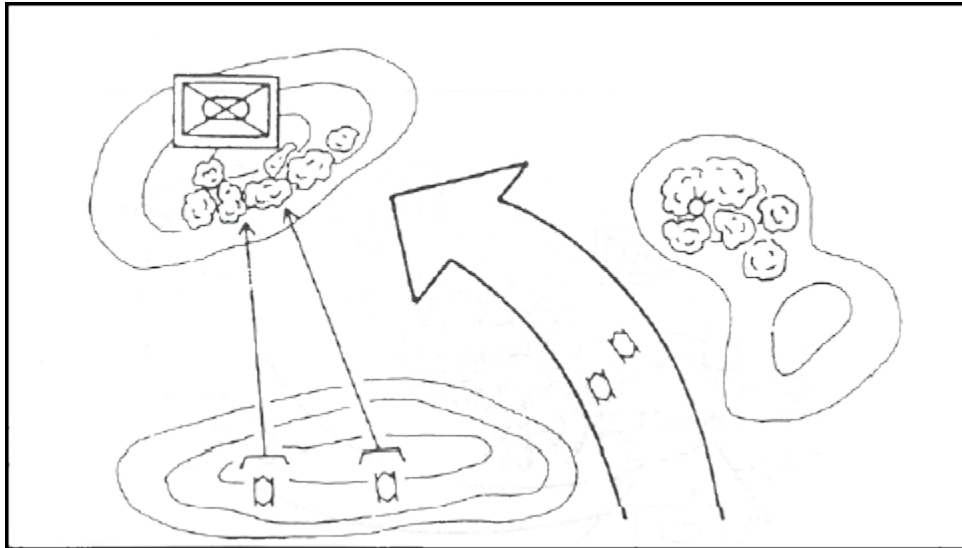


Figure 2-4. Hasty Attack with Light Resistance.

(b) Medium resistance ([Figure 2-5](#)).

- BFVs suppress the enemy from support-by-fire positions and maneuver against the enemy if a trafficable, covered and concealed approach is available.
- The platoon leader calls for and adjusts indirect fire to suppress the enemy and smoke to screen the movement.
- BFVs immediately suppress the enemy from hull-down position, while the infantry dismounts. BFVs continue to suppress while the infantry moves to the objective. The BFVs keep fires in front of the infantry as they conduct the assault.
- If the BFVs can maneuver closer to the objective, the BCs search for hull-down positions to serve as dismount points and support-by-fire- positions. The BFVs then continue to suppress the enemy, while the infantry moves to the objective. Supporting fires are kept in front of the infantry as they conduct the assault.
- The infantry conducts the assault using fire and movement. One squad supports by fire while one squad moves. The platoon leader and FO moves with the squad conducting the assault to control the movement and adjust or control all supporting fires.
- Once the dismount element assaults across the objective, the platoon leader calls the BFV forward to assist in securing the objective.
- The platoon conducts consolidation and reorganization.
- The leader reports to higher headquarters.

- The dismount element remounts the BFVs, and the platoon continues the mission.

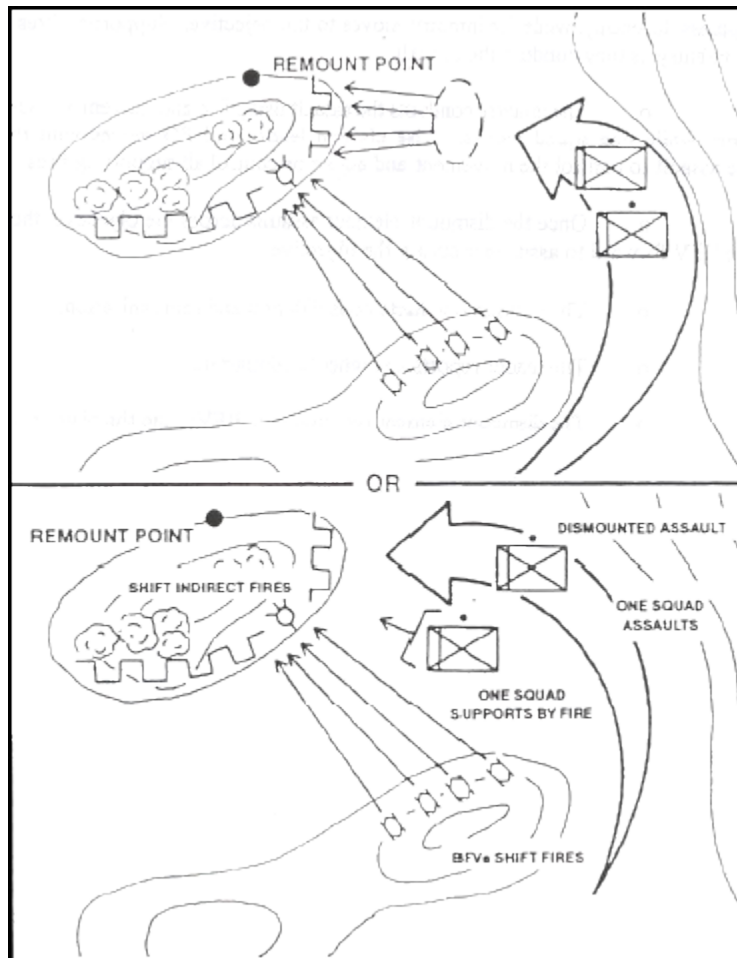


Figure 2-5. Hasty Attack with Medium Resistance.

(9) If a bypass or hasty attack is not possible, the platoon may be instructed to fix the enemy. Fixing the enemy involves establishing a base of fire to suppress the enemy and keep him from repositioning any part of his force for use elsewhere ([Figure 2-6](#)). When enemy resistance is too heavy for the platoon to assault, or a hasty attack has failed, the actions of the platoon are as follows.

- BFVs suppress from long-range support-by-fire positions.
- Infantry dismounts to protect BFVs from ground attack or to secure a dismounted avenue of approach.
- The platoon leader calls for and adjusts indirect fires to suppress the enemy.
- The platoon prepares to lift or shift fires as other platoons conduct the assault.
- Depending on the company formation and order of movement, platoons must be prepared to support by fire for another platoon while it conducts the assault, or conduct the assault while other platoons support by fire.

(f) If more than one platoon is involved, the commander issues instructions for fire control and distribution to the platoon leader. The platoon leader will then control the platoon fires as discussed earlier.

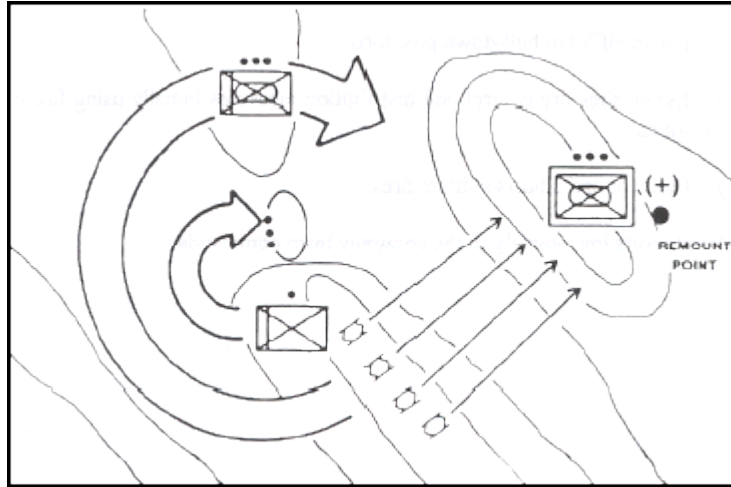


Figure 2-6. Fix the Enemy.

3. Conduct a Hasty Ambush. Ambush is effective against a moving force that is not aware of the presence of the platoon. Instead of immediately opening fire, the platoon moves into hasty firing positions oriented on an engagement area. When most of the enemy formation is in the engagement area, the enemy is attacked by massed fires.

4. Conduct a Hasty Defense. (Figure 2-7). In some situations, a platoon conducting a movement to contact will make contact with an enemy force much larger and more powerful. If the platoon encounters a larger enemy force where the terrain gives the platoon an advantage, it should attempt to fix the enemy force. This will allow the rest of the company team to maneuver against the force. If the platoon cannot fix the enemy, the platoon may be forced to assume a hasty defense. The hasty defense option should be used only if the platoon is in danger of being overwhelmed, because the hasty defense may surrender the initiative to the enemy, and it means that the enemy has fixed the platoon. Exposed infantry is vulnerable to enemy indirect fires. If the platoon receives indirect fire, it should use the protection of the BFVs but observe and fight from the BFVs. BFVs use covered and concealed positions for protection from long-range ATGM. Once the indirect fires lift, the infantry immediately dismounts, and the platoon prepares for an enemy assault. In the hasty defense, the platoon leader does the following—

- (1) Keeps the commander informed and continues to report on the enemy strength, dispositions, and actions.
- (2) Dismount infantry to secure BFVs or cover dismounted avenues of approach in preparation for the enemy's attack.
- (3) Places BFVs in hull-down-positions.
- (4) Establishes fire control and distribution measures initially using fire patterns and engagement priorities.

- (5) Calls for and adjusts indirect fires.
- (6) Reports immediately to the company/team commander.

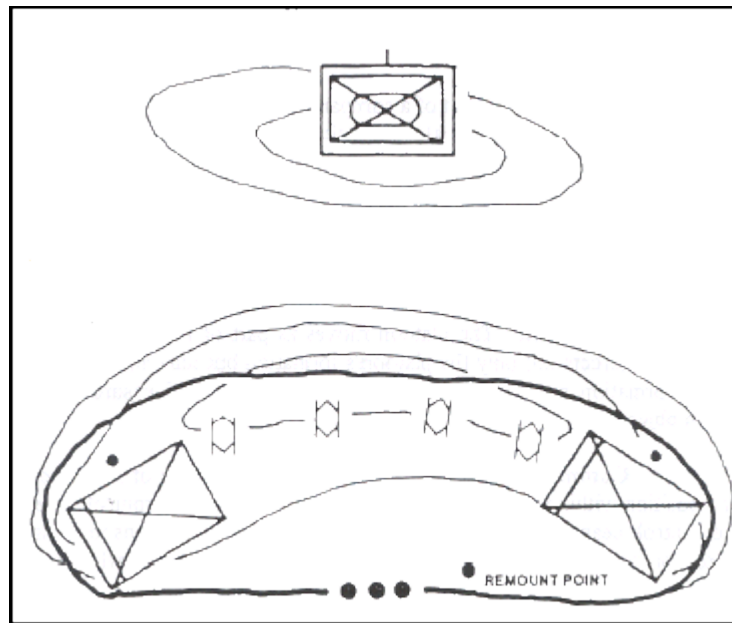


Figure 2-7. Hasty Defense.

Part B

ATTACKS

1. **General.** Planning considerations for a deliberate and a hasty attack are the same. However, deliberate attack planning is characterized by more detailed information on the terrain and enemy. Also there is more time to coordinate organic and supporting assets and to conduct reconnaissance. Because of the amount of time and information available for planning, a deliberate attack is normally executed at a rapid pace; whereas, in a hasty attack, information must be acted on as it is received and the attack is conducted at a more controlled pace.
2. **Deliberate attack.** A deliberate attack is an attack planned and carefully coordinated using all available assets and information. Mission and course of action analyses are conducted thoroughly. The principle is to mass the greatest possible combat power against the enemy's most vulnerable point while using combat multipliers and deception. BFV platoons conduct deliberate attacks as part of a larger force.
3. **Hasty attack.** A hasty attack is an offensive operation for which a platoon has not made extensive preparations. It is conducted with the resources immediately available to maintain momentum or to take advantage of the enemy situation. The attack drill is used during the hasty attack.
4. **Planning considerations.** On receipt of a company attack order, the platoon leader starts the troop-leading procedures and begins an estimate of the situation. When he has completed his mission analysis, the platoon leader develops his plan (scheme of maneuver and fire support plan).

a. **Scheme of maneuver.** Depending on the situation and the support provided by the rest of the company, the platoon leader decides the required elements (assault, support, breach, security, and reserve) and the organization of each.

(1) **Formation.** The platoon moves as part of the company formation. The company commander directs not only the platoon's formation but may also direct the movement technique. The formation assists in the command and control and ensures swift, committed movement to the objective.

(2) **Command and control.** Based on the scheme of maneuver, the platoon leader selects a position within the platoon formation from which he can control the entire platoon. He selects the control measures needed for the operation and the best means to communicate with the squad and section leaders (voice commands, arm-and-hand signals, flags, whistles, radios, flares and smoke). The platoon leader's responsibility is to control his platoon so that all available combat power is focused on the enemy and there are no errant fires that might create fratricide incidents.

b. **Fire support plan.** This plan is developed along with the scheme of maneuver, which it supports and complements. It discusses the use of all available direct and indirect fire. The goal is to kill as many enemies as possible and to suppress the rest to keep them from firing on the assaulting force. The company commander and FSO plan the indirect fires. However, the platoon leader and his FO can plan and request more targets if needed. The platoon leader plans the direct fires of his platoon.

(1) **BFVs.** The platoon leader can employ the BFVs to provide supporting fires for the dismounted element as they assault the objective.

(2) **Rifle Squads.** The platoon leader has several options as to how to employ the rifle squads. He can use both squads to assault the objective while the BFVs provide supporting fires. He can also use one squad as part of the support element to provide close support while the other squad assaults the objective. Another option is to use the squads to fire the firing port weapons and clear or secure the objective during a mounted assault (resistance is unexpectedly light).

(3) **Indirect fire.** After receiving the company fire plan, the platoon leader checks it to ensure that targets are planned on all known or suspected enemy positions if front of, on, behind, and to the flanks of the objective. If more targets are required, the FO coordinates than with the FSO.

(4) **Other fire support.** Other fire support can come from Army and Air Force aircraft and air defense weapons. The company or battalion commander plans and controls this support. A platoon leader can request the support if he needs it.

Part C

CONDUCT OF A DELIBERATE ATTACK

1. **General.** The primary concern for infantry leaders in every attack is to accomplish the mission and reduce the time that their soldiers are exposed to the effects of enemy fire. They also seek to reduce the effectiveness of any fires they are exposed to the effects of enemy fire. They also seek to reduce the effectiveness of any fires they are exposed to. Success will be determined by how well this is accomplished in support of a plan that properly identifies the enemy weakness and concentrates combat power against it. The attack can be considered in phases--the assembly area to the LD, the LD to the assault position, the assault position to the objective, the actions on the objective, and finally the consolidation plan.

2. **Movement to the Objective Area.** The platoon moves toward the objective using the formations and techniques and employing the fundamentals discussed in Section III. Platoons must avoid detection during this phase of the attack. If detected at this range, the enemy has the time and the room to employ his most lethal weapons and munitions; mortars, field artillery, CAS, and possibility chemical weapons. Once detected by the enemy, the platoon must have sufficient suppressive fires and smoke to allow it to maneuver. If detected early, the platoon may require large amounts of sustained direct and indirect fires to support its maneuver.

3. **Assembly Area to the Line of Departure.** When the platoon leader is already forward with the leader's reconnaissance, the platoon sergeant moves the platoon forward. The move from the assembly area is timed beforehand so the lead section crossed the LD at the time of attack without halting in the attack position. If the platoon must halt in the attack position, it uses a coil or herringbone formation, dismounts infantry for security, and takes care of last-minute coordination.

4. **Line of Departure to the Assault Position.** The platoon's assault element moves from the LD to the assault position. It uses cover and concealment, and if it is detected, it uses smoke and supporting fire. The support element overwatches from positions that support the advance of the assault elements. The support element leader (platoon sergeant) controls the method and rate of fire. He gives the command to open fire at the direction of the platoon leader. He must coordinate fires within the support element so that the platoon has continuous fire support.

a. If the platoon is hit by indirect fire en route, it moves quickly out of the area. If the platoon meets enemy resistance short for the objective, platoons, squads, or sections initiate the attack. The platoon leader can have the FO call for and adjust indirect fire on the enemy. Depending on the place, the type of resistance, and the company plan the platoon might be ordered to bypass enemy soldiers who cannot affect the mission. The platoon reports locations of all bypassed enemies to the company commander.

b. The platoon bypasses or breaches obstacles along the route. The platoon leader decides how to best overcome the obstacle without losing the momentum of the attack. He informs the company of obstacles without losing the momentum of the attack. He informs the company of obstacles that can affect follow-on-platoons.

5. Assault Position to the Objective. The assault position is the last covered and concealed position before the objective. This position should be as close to the objective as possible without being detected.

- a. Ideally, the platoon's assault element occupies the assault position without the enemy detecting any of the platoon's elements. If so, the platoon can still achieve surprise. Preparations in the assault position may include preparing bangalores, other breaching equipment, or demolitions; fixing bayonets; lifting or shifting fires or preparing smoke pots.
- b. If the platoon is detected, as the platoon nears the assault position, the FO increases the indirect fires on the objective. The support element also increases its volume of fire. The platoon occupies the assault position if there are any last-minute preparations required. If the platoon does not need to stop, it passes through the assault position and assaults the objective. A platoon sometimes must halt to complete preparation and to ensure synchronization of all friendly forces. Once the assault element moves forward of the assault position, the assault must continue. If stopped or turned back, the assault element could sustain excessive casualties.
- c. Supporting fire must continue to suppress the enemy and must be closely controlled to prevent fratricide. At times, the assault element may mark each soldier or just the team on the flank nearest the support element. The assaulting soldiers and the support element sustain a high rate of fire to suppress the enemy. The company commander shifts or lifts indirect fire when it endangers the advancing soldiers. He coordinates this with the platoons' assaults. As the fire of the platoon's support element is masked, the platoon leader shifts or lofts it or displaces the vehicles/weapons to a position where continuous fire can be maintained.

6. Actions on the Objective. If destruction of the enemy is required, it may be done either by fire or by close assault. Destruction by fire is preferred, because it takes advantage of the BFV's weapon systems and their long ranges. Destruction by fire limits the exposure of dismounted personnel to the enemy's fires and allows the platoon leader to better protect and conserve his dismounted infantry. If destruction cannot be accomplished by fire, an assault of the enemy position dismounted infantry. If destruction cannot be accomplished by fire, an assault of the enemy position may be required, and an immediate attempt is made to locate a part of the defenses that are either incomplete or weak.

a. **Assaulting mounted.** Assaulting mounted is only conducted against light resistance or when there are no heavy antiarmor weapons on the objective.

- (1) If tanks are available, the team commander directs them to lead the assault, and BFVs support while moving. BFVs orient their turret weapons on ATGM and dismounted targets that could slow the tanks. If assaulting mounted, firing port weapons should be manned to ensure a high volume of suppressive firing during the assault. As the BFVs assault over the objective, care must be taken to ensure the bypassed enemy infantry cannot attack the tanks and BFVs with close range AT weapons.
- (2) The assault should be coordinated with suppressive indirect fire, especially VT, that would not pose a threat to the tanks and BFVs. The BFV platoon should select a

tentative dismount point in the event the enemy begins to place effective antitank fires on the platoon.

b. **Assaulting dismounted.** During a dismounted assault, the mounted element, under the control of the platoon sergeant, provides a base of fire to support the dismounted element's assault onto the objective. If terrain does not support the BFV providing a base of fire for the dismounted assault, the platoon leader can use the M249s in the machine gun role as a dismounted base of fire. If an assault position has been designated, the dismount element uses it to deploy. As little time as possible is spent in the assault position and the deployment into the assault formation should be made as rapidly as possible.

(1) When the rifle squads are on line, the platoon continues forward using fire and movement. The final assault is not a stand-up, on line rush. In the assault, fire team leaders lead by example because it is hard for oral orders to be understood. "Follow me and do as I do" is the way to lead.

(2) Team leaders lead through the enemy positions. They move using individual movement techniques. Soldiers follow their leaders' examples. The assault may be by crawling or by short rushes from covered position to covered position. It must be aggressively done, because the dismount element cannot stop once it is near the enemy. As it fights its way through the objective (still using fire and movement), the dismount element must avoid exposing itself to fire from enemy forces behind or to the flanks of the objective. Soldiers must not bunch up because this makes them easier targets.

(3) Normally, the entire dismount element supported by BFVs, tanks, and ITVs moves forward to assault the enemy. When their fires are not adequate to support the assault, the platoon leader may set up his own base of fire from within the dismount element.

(4) When the dismount element begins to fire and move through the objective, actions by squad leaders are key to fire distribution. Squad leaders move near the center of their squads where their own men can see them. Most of the time, they control fire by firing their own weapons into the areas where they want their men to fire. They also can use arm-and-hand signals. At times, short, easily understood oral orders can be used, but in most cases, oral orders will not be heard over battle noise.

(5) Since the squad leader is near the center of his squad, he may fire his weapon to mark the center of the squad objective. Men on his right and left fire to the sides of the point where his rounds are hitting. The team leader also can use his M203 grenade launcher to mark the center of the team objective with a smoke round. (The platoon leader can assign squads a different color). The squad leader can use tracer ammunition or have the squad automatic weapons stay with him to mark the objective.

(6) As stated earlier, squad objective are usually specific terrain features or specific enemy position. The type of objective influences the kind of fire distribution the leader will want to use, either point or area fire.

- (a) When the leader's marking fire hits a bunker, firing point, or fighting position, then the team uses point fire.
 - (b) When the marking fire hits a point that cannot be identified as an enemy position, the team uses area fire.
- (7) The mounted and dismounted elements strive to get a heavy volume of accurate fire on the objective, and dismounted leaders ensure their soldiers move forward aggressively. As the noise and confusion of battle makes voice control difficult, leaders move to critical points to make sure their commands are understood and carried out. They also must see that soldiers do not fire randomly and waste ammunition,
- (8) Assaulting soldiers clear the enemy positions and move over the objective far enough to fire at any withdrawing enemy. When the BFVs join the dismount element on the objective, the dismount element should be prepared to support them by—
- (a) Suppressing remaining enemy positions as the BFVs move across the objective.
 - (b) Designating firing positions for them on the far side of the objective.
 - (c) Providing flank and rear security for them once they are in position
- (9) The squads and the BFVs quickly occupy their assigned positions for consolidation to be ready for an enemy counterattack, or to remount the fighting vehicles and resume the attack after the objective is seized.
- (10) To help coordinate and control the assault of two or more platoon dismount elements, the company commander designates a base platoon. The platoon leader in turn designates a base squad. Each dismount element guides on the company's base element. Squads guides on their element's base squad.

Part D

CONSOLIDATION AND REORGANIZATION

1. **General.** Once enemy resistance on the objective has ceased, the platoon must quickly take steps to consolidate and prepare to defend against a counterattack. Consolidation is planned and rehearsed before the attack. A consolidation method is determined before crossing the LD/LC.
2. **Consolidation.** Platoons use either the clock technique or the terrain feature technique in consolidating on the objective.

NOTE

All-round security is critical. The enemy might counterattack from any direction. The platoon leader must evaluate the terrain thoroughly.

- a. **Clock technique.** In using this method, the platoon leader designates either a compass direction or the direction of attack as 12 o'clock. He then uses clock positions to identify the left and right boundaries for squads. The platoon leader positions key weapons along the most likely

avenue of approach based on his assessment of the terrain. BFVs receive the emphasis of emplacement. The majority of the platoon's firepower is with the BFVs. They should be oriented toward likely enemy armor counterattack routes and incorporated into the clock technique.

b. **Terrain feature technique.** In a similar manner, the platoon leader identifies obvious terrain features as the left and right limits for squads. In both techniques, he ensures that squad sectors of fire overlap each other and provide mutual support for adjacent platoons. Again, BFVs receive emphasis for positioning. Adjacent platoons must be particularly aware of the BFV sectors.

3. **Reorganization.** Once platoons have consolidated on the objective, they begin to reorganize to continue the attack. Reorganization involves—

- a. Reestablishing command and control.
- b. Remaining key weapons, redistributing ammunition and equipment.
- c. Clearing the objective of casualties and EPWs.
- d. Assessing and reporting the platoon status of personnel, ammunition, supplies, and essential equipment. In general, the platoon goes through reconstitution.
- e. Performing after-operations PMCS on BFVs.
- f. Preparing for follow-on-missions.

4. **Conclusion:** This concludes lesson two. During this lesson you were shown the procedures used by the BFV platoon during movement to contact, conducting a deliberate attack, and consolidation and reorganization.

LESSON 2

PRACTICE EXERCISE

Instructions The following items will test your understanding of the material covered in this lesson. There is only one correct answer for each item. When you have completed the exercise, check your answers with the answer key that follows. If you answer any item incorrectly, review that part of the lesson which contains the portion involved.

Situation for Question 1 through 7:

You, as platoon leader, are in a BFV platoon. Your platoon is the lead platoon in a movement to contact.

1. The platoon leader states in the OPORD that he expects medium resistance from the enemy. As a squad leader, you expect the resistance to be—
 - ☐ A. platoon-size or up, individual fighting position not well prepared.
 - B. squad-or platoon-size with artillery support, on a recon mission.
 - C. company strongpoint, defense in echelon, combined arms integrated.
 - D. reinforced platoon, tank in hull-down position, dismounted infantry in support of BMPs.
2. Your platoon has made contact with the enemy. The company team commander has ordered you to maintain contact. You, the platoon leader, will develop the situation by—
 - A. reporting critical information on the enemy.
 - B. conducting a deliberate attack.
 - C. assaulting mounted in a hasty attack.
 - D. employing close overmatch position using the dismounted element.
3. After developing the situation from question 4, you, the platoon leader, make a recommendation to the team commander to fix and suppress, bypass, or—
 - A. conduct a withdrawal under pressure.
 - B. establish a temporary defense mounted and dismounted.
 - C. conduct a hasty attack.
 - D. attack with tanks in support of the BFVs.

4. The company team is planning a deliberate attack. Enemy resistance is expected to be heavy. You are platoon leader. Your platoon is assigned as the support element and its mission will be to—
 - A. provide overwatch for the task force.
 - B. synchronize assets such as artillery and CAS.
 - C. provide firepower during the breach and assault operation.
 - D. synchronize fire support to the flank and rear of the dismounted element.
 5. During limited visibility, you, the squad leader of the dismounted element, must position yourself for control of the element. Therefore, your position will be—
 - A. at the rear of the formation.
 - B. in the front of the formation so you can see the lead man and last man.
 - C. near the center of the formation.
 - D. leading the formation.
 6. The platoon's dismounted element is part of a company dismounted operation. There is only a short distance from the line of departure (LD) to the attack position. Each element—
 - A. will conduct patrols before reaching the LD.
 - B. will use cover and concealment.
 - C. will use the bounding overwatch for movement.
 - D. will provide security for the BFV formation.
 7. The platoon has seized the objective. The platoon begin to reorganize to continue the attack. Reorganization involves—
 - A. employ a pyrotechnic device for signaling.
 - B. use the patrol from the company team.
 - C. assessing and reporting the platoon status of personnel, ammunition, supplies, and essential equipment.
 - D. request support from the platoon sergeant.
-